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KONA

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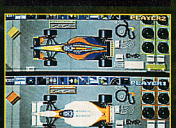

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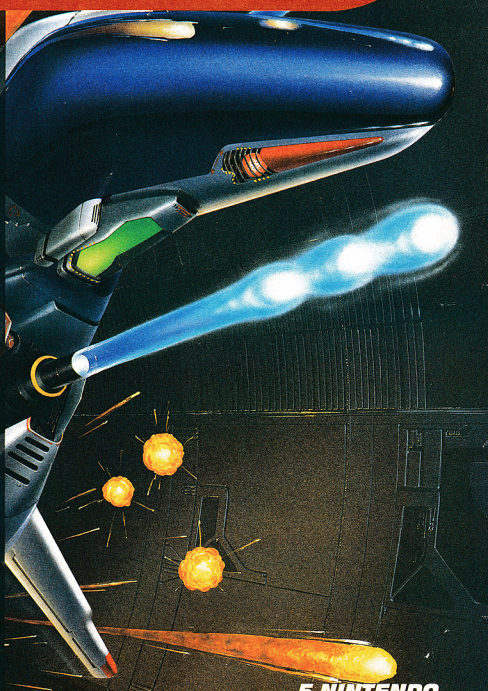
WELCOME TO NMS



IT'S time for another chapter in the legend known as Nintendo Magazine System, the biggest and best-selling Nintendo magazine in Great Britain and probably the greatest games magazine in the entire world. The brochure magazine you hold in your sweaty and trembling hands is your passport to the future, courtesy of NMS Tours 1994.

By now you've probably eaten the utterly superb, free, gratis and for nothing Cadbury's Boost bar provided with this publication. Your mouth was probably full when you gasped at our storming Super Streetfighter coin-op players' guide nestling behind the issue - compiled by no less than Mr Streetfighter Gary Harrod himself.

Right now we'd guess you're sitting comfortably, one empty Boost wrapper at your side. You've probably already filled out your entry form printed on the back of the board to win on of TEN prizes of a year's supply of Cadbury's biggie (if you haven't, do it now!) and are settling down to enjoy the rest of the magazine.

Patrons will find a detailed contents list over the page. At this juncture, may we humbly suggest that your first stop is our **WORLD EXCLUSIVE R-TYPE III Review**, which begins on page 32, and follow this with an in-depth study of our rather staggering **EXCLUSIVE TURTLES TOURNAMENT FIGHTER REVIEW** which kicks off on page 40. From here, customers may decide to take a relaxing dip in our **SPECIAL ALADDIN REVIEW AND PLAYERS GUIDE COMBINED** which presents itself from page 57. From here it's only a short stop to **REVIEWS CENTRAL**, where **FLASHBACK, ALFRED CHICKEN, GOEMAN, UTOPIA, YOUNG MERLIN** and many more await the adventurous. Of course, no visit to NMS would be complete without **SEAL'S MAILBAG, Q&A** and the nationally famous **NINTENDO NINDEX**. And at the completion of your tour we have a special surprise: a last-minute **STOP PRESS REVIEW** of one of the hottest Super Nintendo titles around.

We very much hope you will enjoy your voyage into the unknown, courtesy of NMS Mystery Tours. Further tickets are available at the usual retail outlets, modestly priced at £2.25. We hope you have a pleasant trip and look forward to the pleasure of your custom again.

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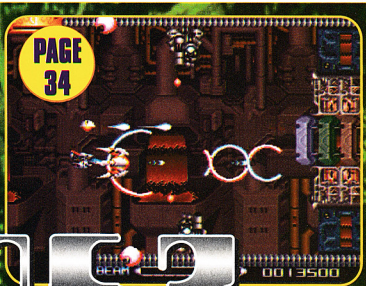
World Exclusive



PAGE 34

R-TYPE 3

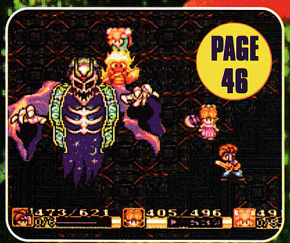
This month's NMS Cover Game claims the crown for Greatest Shoot 'Em Up Of All Time. You've been gagging to know more about this game, and NMS scoops the world yet again to bring you the only Review that counts. So what are you waiting for? Stop hanging about here and dive the heck in!

MYSTICAL NINJA

PAGE 82

It's quality platform games on the menu this month. For starters we present The Legend Of The Mystical Ninja, then, for the main course, there is the cinematic delight that is Flashback. You won't have room for pudding!

ISSUE 16
JAN 1994



SECRET OF MANA

Could this game actually be, gasp, better than Zelda? Some people seem to think so, but if you want the answer from the world's greatest Nintendo experts why not turn to our definitive Review and the answer will be revealed!

Jimmy Connors

It's not that often that there's much nice to say about sports games for the NES, but this month is a very notable exception because Jimbo's back in town. Yes, fresh from his tour of the northern club circuit, oh, and the odd grandslam appearance, tennis ace of yesteyear, Jimmy Connors has returned in what could be the best sports game yet for the machine. Turn to page 80 this instant.

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Bart Simpson fans have never had it so good! This Game Boy goodie sees Bart up to all sorts of tricks in this, his latest adventure. To find out what he could possibly get up to with a bag full of beans, there's only one possible course of action - turn to the great NMS Review right NOW! Go on, quickly!

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WHODUNNIT

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HELLO TO: Everyone we said we'd say hello to, but forgot. Who are they? We've forgotten.

WHODUNNIT
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COMPETITION RULES
EMAP Images and Nintendo employees and their immediate family aren't allowed to enter any NMS competitions. The editor's decision is final and there will be no cash alternative to the prize on offer.

FINAL BIT
Ever had it where you know the punchline to a joke you heard once but can't remember the joke? First person to supply the correct joke to this punchline will win a game: "It makes it easier to turn the pages, you daft cow."

Hello, welcome, best ever NMS and so on! I've got a stack of stuff to tell you about this month, including some important staff changes on the mag and one right shocker! Bearing this in mind, I'm going to keep this bit short and just modestly mention the fact that this issue of NMS is probably one of our greatest ever. After months of pleading phone calls we've given arcadeters exactly what they want – an awesome guide to the new characters in the Super Streetfighter coin-op. The card is for arcade use only, but if you want my opinion I still think Turbo is better: it's faster and plays more instinctively. Not content with this greatness, we've given you a free Cadbury's Boost bar to munch while reading and an Exclusive Streetfighter bag to carry the lot in! Check out the content of this issue as well – we've scooped up the very hottest games around and given them the full NMS treatment, as only NMS can. How can we keep this up? Late nights and hard work, laddie, late nights and hard work. So enjoy yourselves and see you next month!

TIM BOONE

JAZ IS A VIRGIN!*

EXCLUSIVE!

Top story of the month is that NMS superhero and all-round top boy Jaz Rignall is leaving the magazine! We can hear those jaws dropping up and down the country, but it's perfectly true. Jaz has been snapped up by the ever-canny Richard Branson and will be working as Creative Director at Virgin Games' California office in a megabucks deal said to involve stacks of cash, a beach house near Los Angeles, a swanky car and a complete set of Streetfighter stuffed toys. Basically, this is one of the most prestigious jobs in the entire world and should guarantee some absolutely incredible games from Virgin next year! We've already probed Jaz about all the Top Secret projects he'll be involved in, but although he has to stay tight-lipped at the moment we guarantee you're going to read about them here first. In fact, you'll still be reading his stuff in the mag because Jaz has agreed to stay on as Special US Correspondent for NMS, which means we'll have all the white hot Stateside stuff right here!

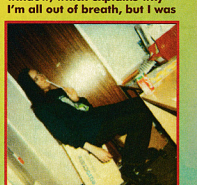
From his not-so-humble beginnings as UK Arcade Champion in the eighties, Jaz has worked on, edited and launched a stack of games magazines with one thing in common: they've all been great. After working on Crash! and Zzap! 64, he joined EMAP Images as Deputy Editor of CVG and quickly moved up to Editor. He then moved on to launch the legend now known as Mean Machines: one of the most successful magazine launches in the history of EMAP. Not content with this success, and earning himself EMAP's coveted Editor Of The Year Award into the bargain, Jaz went on to launch Megatech and then the big one, Nintendo Magazine System. The rest, as they say, is history. Only it's not, because as I write this he's just launched another EMAP console magazine which could even rival the huge success of NMS! Is there no stopping the lad?

Of course not, and my bet is that we're going to see some of the best games ever created now that the man in the know is helping create them. Best of luck Jaz, YOU JAMMY SOD!

(*So is Gary Harrod.)

AND RAD'S OFF AS WELL!

CRIKEY! Inspired by Jaz's disappearing act, Rad's gone "missing" as well. According to Andy, it happened like this: "There was just me and Rad on the fourth floor, see? We were just sitting there talking when suddenly he stood up, said goodbye and threw himself out of the window. Just like that. I rushed over to the window, which explains why I'm all out of breath, but I was



▲ Rad in long trousers – a grown-up at last!

PAUL DAVIES: AN APOLOGY

Paul Davies has asked us to point out that he is not the antichrist as claimed by Rad in the last issue, because it upset his mum. Er, Paul: you're not the antichrist and our apologies to your mum.

(Honestly, the things I have to do...)

NINTENDO PEOPLE SYSTEM

STAFF NINTERROGATION

too late. I couldn't save him. I was so distraught I immediately fell over, which is why I've got this big bruise on my eye."

Luckily Rad fell straight into the waiting arms of the Mean Machines team to join a new mag launch, where you'll find the lad today. In fact, you'll still be reading plenty of Rad's stuff because he's going to supplement his meagre Other Mag income with a few freelance bits and bobs for NMS. Hurrah! Hooray! Wooden currency and all sorts of other funny things!

Now every cloud has a silver lining, and this one comes in the shape of brand new NMS designer and Cleveland cracker Claire Coulthard. Formerly a jetsetting catwalk model (remember Paris, '91?). Claire quickly became disillusioned with the bitching and backstabbing of the glamour world, so she left to join the bitching and backstabbing of NMS. Since joining the mag, Claire has proved herself a gaming demon from the jaws of doom and a good laugh as well. What more could we ask?

GET SARAH TO GIVE US BACK OUR GAMES!

First person to write to Sarah Ewing in our Marketing Department and secure the return the games we lent her will win a free game for their machine. Honestly, we've tried everything - but none of it has worked. So write, don't phone, and politely request their return. All the usual NMS competition rules apply, which means anyone who calls will be disqualified. Another jolly NMS jape - what larks, eh?

NAME: JULIAN RIGNALL
ADDRESS: Sunnyville, California
OCCUPATION: Megabucks millionaire
COCKNEY CATCHPHRASE: Up your Khyber
BESHT MATE: Richard Branson
WORST ENEMY: British Airways
MOST BORING HOBBY: International jetsetting
FAVOURITE RECORD: All the Virgin ones
FAVOURITE DOCUMENTARY PROGRAMME: Lifestyles Of The Rich And Famous
ULTIMATE AMBITION: To drawl like a yank and get a year-long tan
LEAST INTELLIGENT THING I EVER DID: Let NMS make all my answers up
CURRENT FAVE GAMES: SUPER STREETFIGHTER
FAVE GAME EVER: EITHER TURBO OR MARIO 3

NAME: TIM BOONE
ADDRESS: Twilight Towers Rest Home, South London
OCCUPATION: Ducking and diving
COCKNEY CATCHPHRASE: Get stuffed
BESHT MATE: Oliver Hardy
WORST ENEMY: The bloke currently digging up the entire road outside my house with a pneumatic drill. He starts work at 7.30am and when it's not going BUDABUDABUD-ABUDABUDA he's yelling at his mates and I'm going to kill him.
MOST BORING HOBBY: They're all boring
FAVOURITE RECORD: Everything's Gone Green by New Order
FAVOURITE DOCUMENTARY: Blind Date
ULTIMATE AMBITION: To survive the next six hours
LEAST INTELLIGENT THING I EVER DID:Suggesting this stupid quiz
CURRENT FAVE GAMES: TURBO, TURTLES TOURNAMENT, ZELDA ON GAME BOY
FAVE GAME EVER: TURBO

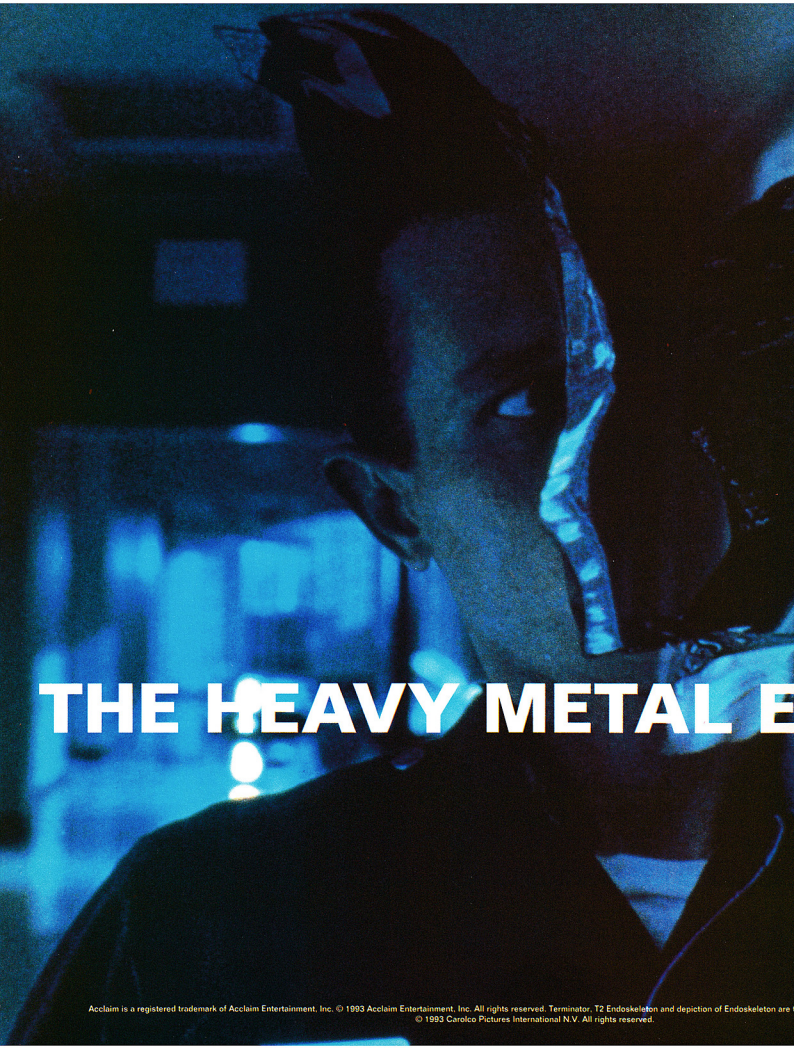
NAME: ANDY McVITTIE
ADDRESS: The Planet Zod
OCCUPATION: Ask me mum
COCKNEY CATCHPHRASE: Blank him, he's at the 'Jack and Danny
BESHT MATE: 'Ere all me besht mates. Lend us a quid 'til the end of the week...
WORST ENEMY: The evil potentate Kallakka, son of Kanangakkaa from the planet Kleth
MOST BORING HOBBY: Peruvian wheelk embalming
FAVOURITE RECORD: The long jump, held by Mike Powell
FAVOURITE DOCUMENTARY: John Craven's Newsround
ULTIMATE AMBITION: To be Paul Davies
LEAST INTELLIGENT THING I EVER DID: Strangling myself with a Bullwonker whilst trying to improve my neck muscles and be Paul Davies
CURRENT FAVE GAMES: STRIKER, NBA JAM, BOMBERMAN
FAVE GAME EVER:STRIKER

NAME: GARY HARROD
ADDRESS: The next door neighbours' house
OCCUPATION: Used banana salesman
COCKNEY CATCHPHRASE: Gary Glitter
BESHT MATE: Angela
WORST ENEMY: EMAP terms and conditions
MOST BORING HOBBY: Going on and on about Demolition Man
LEAST FAVOURITE RECORD: Anything by Allan Parsons Project
FAVOURITE DOCUMENTARY: That Living Planets thing
LEAST INTELLIGENT THING I EVER DID: Trying to get cheap credits on Defender by spinning 2ps in the slot. They chucked my out of the arcade, hit me over the head with a spoon and told me never to return.
CURRENT FAVE GAMES: SECRET OF MANA, SUPER STREET-FIGHTER
FAVE GAME EVER: ALL THE STREETFIGHTERS

NAME: PAUL DAVIES
ADDRESS: Cloud 7.5
OCCUPATION: Care Assistant and part-time reality-impressario
COCKNEY CATCHPHRASE: I never did nuffink nor did I, not never
BESHT MATE: Everyone
WORST ENEMY: Everyone else
MOST BORING HOBBY: Searching for golf balls in strangers' back gardens
FAVOURITE RECORD: 'Does Anybody Out There Even Care' by Lenny Kravitz
FAVOURITE DOCUMENTARY: Live and Kicking
ULTIMATE AMBITION: Heaven
LEAST INTELLIGENT THING I EVER DID: My appearance on GamesMaster
CURRENT FAVE GAMES: SUPER MARIO KART, TOURNAMENT FIGHTERS, GANBARE GOEMAN 2, R-TYPE III
FAVE GAME EVER: SUPER GHOULS AND GHOSTS

NAME: DAVE KELSALL
ADDRESS: Keithley
OCCUPATION: Chairman, Apple Mac Fan Club
COCKNEY CATCHPHRASE: Apples and chairs, or something
BESHT MATE: Anyone with a drink left
WORST ENEMY: Anyone without a drink left
MOST BORING HOBBY: Arranging stoats in numerical order
FAVOURITE RECORD: Commanche
FAVOURITE DOCUMENTARY: Stoats And Their Numerical Arrangement
LEAST INTELLIGENT THING I EVER DID: I once mistook a Peruvian stoat for an Abyssinian stoat and my whole collection was out of order for weeks. My face was red when I found out, I can tell you...
CURRENT FAVE GAMES: R-TYPE III, SMASHBALL
FAVE GAME EVER: MARBLE MADNESS

NAME: CLAIRE COULTHARD
ADDRESS: East Cheam Community Centre Canteen
OCCUPATION: Chimpanzee Relations Officer
COCKNEY CATCHPHRASE: I'm not going to answer this
BESHT MATE: Gary
WORST ENEMY: Myself
MOST BORING HOBBY: Chimpanzee wrestling
FAVOURITE RECORD: Do The Funky Gibbon
FAVOURITE DOCUMENTARY: That one with David Whatsisface and those gorillas
ULTIMATE AMBITION: To play Super Smashball
LEAST INTELLIGENT THING I EVER DID: Um. Er. Oh. What was the question again?
CURRENT FAVE GAMES: SUPER SMASHBALL
FAVE GAME EVER: SUPER SMASHBALL



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89% – MEGA ACTION

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NNN

NEW SFX GAMES ON THE WAY!

As Exclusively revealed elsewhere in this issue, Nintendo are planning a stack of new SFX games - the first of which should be launched early next year. Nintendo themselves are very confident that the games are going to blow everyone's socks off, but aren't yet revealing what they are! However, we do know that there will be at least three Nintendo FX games launched in the first half of next year, all using the improved FX2 chip.

Kicking off the FX2 invasion will be the long-awaited FX Trax - a completed version of which is due to debut at the Consumer Electronics Show at Las Vegas in January. The game was first previewed at Chicago in the summer, forty per cent complete and definitely looking a bit rough around the edges. The game was then pulled in for complete overhaul, and the results should be on show soon.

Meanwhile the word on the street is that StarWing and original FX chip developers Argonaut are beavering away on a Transformers-style game and Elite's FX Trax competitor Power Slide is also shaping up nicely. Whichever way you look at it, early '94 is going to be an SFX festival and we'll be bringing you full details on all these games very soon because this is NMS and we're always first with the games that matter...

▲ StarWing - the original SFX game. Will the new FX2 titles be anywhere near as good, or even better? We certainly hope so!

PUTT THIS...

We first told you of System 3's sequel to Super Putty - Putty Squad, some months ago. But when they popped by to give us an EXCLUSIVE look at it recently, we thought: "Hey, why not share our good fortune with the readers." So feast your crying gear on this luvverly screenshot. The game, set for an Easter release, carries on the original Putty theme - but is much more arcadey in style with less fetching-and-carrying-style repetition. It's HUGE too. There are currently over 100 levels, and completing just one of these is a large enough task. Putty has some smart new moves too, the best of which has got to be when he melts and reforms as a putty-esque T-1000 who then proceeds to blast the living shinola from all baddies present. Not bad for a lump of stuff that stops your windows falling out.

Putty Squad is looking very fine indeed and is still scheduled for an early release next year. We'll be there to give it the inimitable NMS review treatment well before then.

CARTOON DINOSAUR SETS UP BAKERY SCAM!

Hi, Paul Davies here. Look, I know you lot don't believe that Yoshi really exists, but he does right, heee doesss!!! He must do because I had some of his cookies just this week, and very tasty they were too - little shortbreads just like in the game. Mmm. Look, just to prove it here's a picture of the box. Now I don't want anyone else telling me that he's just a cartoon character ever again, alright, Yoshi's brilliant, heee isss!

ALI IN LATE COMEBACK SENSATION

The greatest boxing legend of all time thumps his way onto your Super NES right soon when Muhammad Ali's Boxing hits the big Nintendo, courtesy of Virgin. The game takes the form of a one-on-one boxing sim with a fully rotating ring with all the usual punches, blocks and the like. However, what separates this from other boxing games is the fact that you can play as a number of famous boxers from throughout boxing history. So, in theory, you could have Evander Holyfield slugging it out with the great Jack Dempsey (ask your grandad) or have Rocky Marciano go twelve rounds with Sugar Ray Robinson (ask your dad). The game is currently scheduled for a May release in all its 16-meg glory. We'll take our ringside places for the full NMS Preview way before then, so book your ticket now.

VIC TOKAI TAKE THE BISCUITS

In a bit of a surprise move, Vic Tokai have bought up the rights for that fine and tricky puzzler Yoshi's Cookie for the Super NES. Here's a quick recap for those of you who missed our review in September: Yoshi's doing a spot of home-baking but he's neglected to arrange the biccies in neat rows. So it falls to you as Mario to sort the biccies out and bundle them off before the baking tray fills up and overflows.

The game is moderately engaging in one-player but comes into its own with two players where a cleverly-timed row can do all kinds of damage to your unsuspecting opponent, or to yourself if you're not careful. You also get the opportunity to play as other Mario characters, all of whom have their own unique cookie-arranging abilities.

The game scored 87% and is due out around Easter time next year.

▲ The game that spawned a thousand biscuits

PICK A WINNER

Interplay certainly know how to sniff out a winner, which may explain why they've just announced probably the grossest games of next year: Boogerman! Now a booger, for those of you unfamiliar with the concept, is the American term for a bogie. Unsurprisingly, this game makes quite a large feature of said nasal excretions, the main character digging them out with alarming frequency and, presumably, flicking them at his foes. That's a guess, actually. You see, little is known about the game just yet, but what else do you do with a nose full of bogies? We'll have more news shortly, but here's a picture of Claire with her finger up her nose - you know, just to give you a rough idea.

SUPER DROPZONE

NMS cover-watchers will no doubt remember our fine cover of yesteryear featuring Dropzone on the NES. Well, Psygnosis have just announced that they're planning to release Super Dropzone for the Super NES for the middle of '94. Hooray! Don't be surprised if you don't see any screenshots yet - there aren't any. But hey, let's all just take a minute to consider what they might possibly be like: Mmmmm.

ARE YOU TAKING THE PEACEKEEPERS

Winging their way into the office at the Very Last Minute are two new titles from Jaleco. First up is the cunningly titled Super Goal 2, which clever readers may spot is the sequel to Super Goal 1. It's a two-player, 4-meg game and features all the regular footy stuff and presumably a few extras too. Well it would, what with it being a sequel and all that. Secondly we have Peacekeepers, a 16-meg, four, yes four, player beat 'em up that's a kind of sequel to Jaleco's Rushing Beat games. There wasn't time nor space for a preview this issue (Stop Press having been taken up with the Even Later Arrived Desert Fighter) so content yourselves with a picyc of Peacekeepers and rest assured we'll be covering both games in the very next issue.

NMS TELLS YOU WHERE TO JAMMIT

With Basketball fever currently gripping the nation, or so we're told, and similar hysteria about to hit the console market with the likes of NBA Jam and EA's forthcoming NBA Showdown, Virgin have just announced their contribution - Jammit. This game differs somewhat from other basketball games in that it's based on 'street' rather than major league basketball. The player has the choice of several characters, all having unique abilities. The task is then to beat all opposition in a series of one-on-one matches before meeting the sinister 'Judge' in a final no-holds-barred play-off. There is even a two-player option too. One of the most interesting features of the game, though, is the way it zooms in on the hoop when the player goes for the dunk. Rather than being just a cut-screen, as many others of this type are, this actually keeps the control firmly in the players' hands ensuring the glory is *all* yours and not the computer's. Jammit is set for release in early-mid '94, but here are a couple of screenshots to keep your appetite whetted until then.

WINTER OLYMPICS

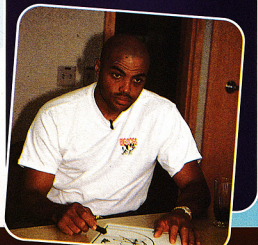
Skating onto the Super NES just in time for the Winter Olympics at Lillehammer is the oddly-named Winter Olympics from US Gold. Funnily enough, this cart features many of the events you might expect to find in the real Winter Olympics. There's Down Hill skiing, Giant Slalom, Freestyle Mogul skiing and the Bobsleigh.Hey, and that's just a few of them. There are three skill levels, single-player or head-to-head challenges, mini or full Olympics (with the opening and closing ceremonies included), a training mode and a sound test - and all this in no less than eight different languages, so you're learning while you're playing! Well, not really - but you can have a go. To find out if it takes the Gold medal or the wooden spoon, tune in to our forthcoming Review. In the meantime, feast your mincers on these shots...

▲ I'm dreaming of a...

BIG BALD-HEAD BLOKE BARCLAY BOUNCES BY

More Basketball news just in. Accolade, those fine purveyors of all things Brett Hull and Bubsy-related, have announced their up-coming licence - Charles Barclay Basketball - for the Super NES. Now, Charles Barclay, for the uninitiated, is not only Nike's new golden boy and voted the man-most-likely to take over from Michael Jordan as the NBA's top player, but he's also a bit of a hard nut by all accounts - having made his way to the top of his profession the *hard* way.

Rather than plumb for the standard NBA League formula this game is based on the more aggressive 'street basketball', the action taking the form of a series of three-on-three challenges. Charles Barclay himself has been involved extensively in the development of the game, and he's not known for his gentlemanly conduct on-court, so this should certainly be one to watch out for. The game is scheduled for a March release so more news nearer the time. Meanwhile, tremble at our piccy of the boy Charles and remember where you heard this news first.



GUESS WHO'S ABOUT TO BE RELEASED

?

GREMLIN

Ninterrogation®

INSIDE NINTENDO FOR 1994

Exclusive®

★ PROJECT REALITY DETAILED!
★ NEW FX GAMES REVEALED!
★ GAME PRICES DROP!
★ NEW NES AND GAME BOY GAMES!

Want to know what's happening at Nintendo's Top Secret headquarters? Want to know about Project Reality? Gagging to learn about the new wave of SFX games? Want to settle the pricing issue once and for all? Basically, want to know everything? If so, you ask the top man - Nintendo UK Marketing Director MIKE HAYES. Forget press conferences, product launches and all that. If you're from NMS Mike will answer ALL your questions, and if you're Tim Boone he'll even buy the pizza. Want all your questions answered? Read on...

NMS:Mike, we know you're busy. Thanks for your time.

MH:My pleasure.

NMS:We've got a stack of questions to ask, and here's the first: What's going on?

MH:What, everything?

NMS:Everything.

MH:Where do I start? (Smiles, thinks, scratches head, pushes pizza away.) Whichever Nintendo system you get this year there's no doubt that the amount of software available for it will be enormous. We've spent the last twelve months rapidly increasing the amount of software available for all three systems, and there will be an awful lot more in 1994.

NMS (still picking at pizza):Such as?

MH:Well, 16-bit players can certainly look forward to a lot more FX chip product. We've got several FX games coming out in the first nine months of the year - and you'll be the first people to publish what they are. We'll start with FX Trax and follow up with a couple of secret FX projects I can't talk about at the moment. There should be third-party product as well. Power Slide from Elite, for example.

NMS:What are the secret FX projects?

MH:I can't talk about that.

NMS:Oh, go on...

MH:Sorry. What I can tell you is that I've already seen two of the next three Nintendo FX titles, and they're looking very impressive indeed. They're using FX2 technology and I think players are going to be very impressed. Most if not all of them could well be unveiled at the CES (Consumer Electronics Show) in Las Vegas in January and that will be something to see. Haven't you had enough of that?

NMS (pushes pizza away):Yup. Tell us about Project Reality.

MH:What do you want to know?

NMS:Everything.

MH:Everything? Well, let me start by telling you this: what we're not going is introducing new technology just for the sake of it. What's the point? However great the hardware, it's useless without decent software. That's always been Nintendo's philosophy in the past, and it's obviously the right one. We're still releasing new games on 8-bit, more than ever on Game Boy and there's still a very long way to go on the 16-bit format. For example, I can reveal that we have an entirely new Donkey Kong product coming out on the 8-bit early next year. That's all I'm going to say for now, but it does show you that we're going to continue to support the machine.

NMS:So you're not scotching 8-bit, as some sad mags claim.

MH:Of course not. It's fair to say that the NES is now targeted at younger players with lower price, but there are some superb new games lined up. The NES has also got the biggest software library of any console in the world, and nowadays you can buy the official UK machine for just under £30. That's got to be a bargain.

NMS:Indeed. Hey, how did we get off Project Reality?

MH:You asked about 8-bit.

NMS:Oh yeah. (Picks at pizza again). Do you think we'll see Project Reality at CES?

MH:Realistically, I think that's too early. Like I said, Nintendo won't introduce new hardware just for the sake of it, and a really good software base is going to take time. Technology for the sake of it doesn't work very well, as we've seen with the Mega CD. Any future machine has got to be so good that people have never seen anything like it, but the price MUST be below £200.

NMS (chokes on pizza):Two hundred quid? Do you really think you can do it?

MH:Yes I do. It's crucial that you get the price right before launching a new machine. Take the 3DO, for example. Who's going to buy that for £700?

NMS:Not me.

MH:Exactly. Any new machine has got to be amazing and affordable. I think it's fair to say that the Megadrive is looking very dated now. That's become obvious. Good players want to play good games, and that's what Nintendo's got - whichever machine you're playing on. That's why Nintendo's next machine will succeed - we'll get the priorities right. We'll also be using the right medium and delivering games which people really want to play.

NMS:I've seen quite a bit of Silicon Graphics' work now, but you've obviously seen a lot more. Do you think they'll get it right for Nintendo?

MH:Silicon Graphics are a great company for us to be working with. Gaming is about gameplay, and the more exciting and involving we can make the gameplay the better the machine will be. Project Reality should take gaming not just to the next level, but quite a way above that. The work they're doing just looks brilliant.

NMS:Yeah, but come on. With Project Reality not due in the arcades until late 1994 and home in 1995, aren't you worried that someone else will get there first?

MH:Everybody's having a go at introducing their own hardware, and most are failing - as you can see. However, with Project Reality the future is very exciting. Up to now home entertainment has been very passive - all we've ever done is watch the screen. In the future everything will be interactive. Thanks to affordable fibre optic technology there's a whole new world of entertainment on the way. There's no stopping it.

NMS:Eh? Are you letting a cat out of the bag here?

MH:Let's just say I find it incredible that you can go into any living room and there's the hi-fi, the TV, the video and the games console - all separate. Why do we need four different machines when one multi-format machine could do the job of all of them?

NMS:Crikey!

MH:I think that we're going to see a complete technological revolution within the next three years and Nintendo will be right at the forefront of that. People who use Nintendo already know we deliver the best entertainment, and the future for us is a very exciting prospect.

NMS:Wait one. Time Out. You're talking about something beyond people's dreams...

MH:Am I?

NMS:Er...

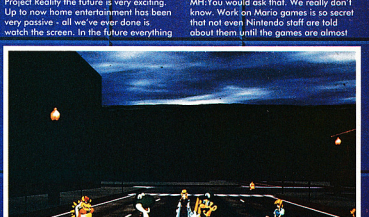
MH:At the moment we're in a strange situation. We're going through this huge growth and success but at the same time we're going through enormous change. There's no room for yesterday's products and only the highest quality games survive.

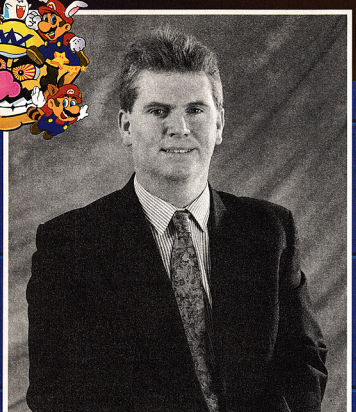
NMS:So tell us about them.

MH:Well, 1993 has been our biggest year to date on Game Boy and Super NES. Already we've sold more than one and a half million Game Boys. That means there's an enormous market there and Super Mario Land 3 (Mario Land) will be coming out in the first half of next year. In 1994 there's going to be a lot of very, very good software.

NMS:Like Mario 5?

MH:You would ask that. We really don't know. Work on Mario games is so secret that not even Nintendo staff are told about them until the games are almost





ready to come out. In the future players will demand bigger and better games, so we've got to get the balance right. What we're committed to delivering are really cracking games at a very competitive price.

NMS:Are you talking about further price cuts for carts next year?

MH:Of course the market is going to get more competitive, but that can only be a good thing for the consumer. Already we've had the way here: in 1992 a Game Boy cost £70. This year you can buy one for £50, even as low as £40. Nowadays people can buy an 8-bit Nintendo for £30, and that's got to be the best bargain I know of. Basically, prices are falling as standards rise - and that's got to be a good thing. When was the last time you could play four Mario games on one cartridge for less than fifty pounds? Will prices drop even further? That's certainly possible. In my opinion, players are in for an excellent year all round.

NMS:But in the past players in Britain have had to put up with some enormous delays. Streetfighter, for example. What's happening about the situation?

MH:The European market has become too important for Nintendo to allow it to lag behind Japan and America. There's no way we're going to see the same sort of delays between Japanese and UK release that we used to. Release dates are getting closer all the time. For example, the release of Aladdin was just about the same day as Japan and America. There's the possibility of simultaneous worldwide releases in the future, but certainly not the delay that we've had previously.

NMS:Talking of the which, got any new games on you?

MH:Sorry.

NMS:No carts about your person?

MH:Not at the moment.

NMS:Damn. Do you play a lot of games?

MH:Yes. I spend way too much spare time playing them. I'm pretty good at Streetfighter...

NMS:You beat me...

MH:And I completed the original playing Ryu. I can complete Turbo on six stars difficulty level, but when it gets to seven I can't beat the bosses.

NMS:Don't worry. We don't get many letters from people who've completed it on the highest setting. What else do you play?

MH:I'm a big fan of Striker and Nigel Mansell - I completed that after two solid weeks. Mario and Zelda, of course. They're great games. At the moment, though, it's Turbo and Aladdin mainly.

NMS:How are we doing for time?

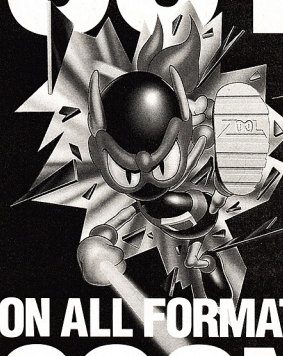
MH:It's been about an hour. What else do you want to know?

NMS:Tell us all the really Top Secret stuff. You know, the info you're not supposed to tell anyone - not even NMS.

MH:The really secret stuff? Alright. Guess what we're...(TAPE RAN OUT HERE)

So, did that answer all your questions or just raise a load more? Why not drop us a line with your comments and we'll do our best to pass them on, and print the best ones. The address to write to is: NINTERROGATION ROOM, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Stay glued to NMS for more top interviews with Nintendo top brass and all the inside info. It's the only place you'll find the FACTS. (Except for the very last bit, which was made up because we're NMS and we must have our little jokes!...)

ZOOL'S OUT



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GOLGO TOUR DATES ANNOUNCED - WHOEVER HE IS

It seems that Manga Video have gone into complete overdrive at the moment - my desk's piled high with their stuff. And this is a particularly bumper month with three releases for us to contend with. First up is the third instalment in the never-ending Crying Freeman saga. This month it's part three "Retribution" and a ruthless gang of mercenaries, the African Tusk, have dramatically reduced the numbers of the 108 Dragons, so Freeman Yoh and 10 chums set out for a bit of cheery "callous killing and naked destiny". Wahey! Surprisingly, this is an 18 certificate so most of you won't be able to see. But, hey, who cares? We can!

One that'll be a bit easier to view - it's a 15 certificate - is the third part of Doomed Megalopolis: The Rise Of The Dragon. Following a great earthquake, Tokyo's reconstruction incorporates a new underground system. But tunnelling threatens to disrupt the seams of "Dragon Ore" - a life force deep within the Earth. Meanwhile, Keiko has been summoned by Masakado. You see, as the embodiment of the Goddess of Mercy, only she can fight the enemy that has disturbed Masakado. Intriguing. Both of the above are out now at the bargain bucket price of £8.99 or thereabouts.

▲ That poor Megalopolis - it's still doomed!

▼ See the girl in the fur coat, well, she's not Golgo - he's the bloke behind her - we think...

CUDDLY MARIO FIGHT SHOCKER!

There's been a lot of argy-bargy in the office lately. "What could possibly disturb the normally pleasant and harmonious NMS working environ?" I hear you enquire. The answer is Vic Tokai's latest creation - a Super Mario Doll. These cuddly items, lovingly crafted in felt are, apparently, available in all good shops now and at a recommended retail price of £9.99. Who could possibly resist him? Certainly not Claire, Dave and Paul who have been eying him furtively for some time now. Well, none of them are having him because he's mine. You hear me? Mine!

VIRTUALLY BRILLIANT

Remember our Exclusive review of the rather excellent Virtual Soccer from Hudsonsoft a few issues ago? The game scored a well deserved Overall of 93 per cent. Since then developers Probe have added a number of extra leagues to the version we reviewed - out of the sheer goodness of their hearts. In effect this puts the game's Lastability rating up by one per cent, but the Overall remains the same at 93%. Extra goodies bolted onto great games can only be a good thing, which is why you're reading about the update here. Nice one, lads!

CRAZY CARTOON CULT ALERT!

Prepare yourselves for the new wave of cult hip craze cartoonery: The Biker Mice From Mars! The mice in question are Throttle, Vinnie and Modo and they're no ordinary rodents. Not only are these cartoon mice human-sized mothers from Mars who ride big motorcycles and come from Mars, but they also star in what has turned out to be the highest rated kids show in the 'States for over 23 years, and was even one channel's highest rated show ever! Perhaps it's little wonder when you consider that they are the brainchild of Rick Ungar, creator of the amazing X-Men.

The option to convert their antics to toy form has already been taken up by the aptly-named Toy Options. But wait, it gets worse. For not only will you have to contend with unending requests for Biker Mice slippers and the like, but Konami have just bought up the rights and are planning a console release featuring the not-so-lovable characters in time for Christmas next year. You have been warned.

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NMS PROUDLY PRESENTS...

THE GREATEST NINTENDO GAMES OF ALL TIME!

PREPARE YOURSELVES for the ultimate in Great Game Guides, the seasonal NMS charts of the greatest Nintendo games of all time. And what makes this the authoratitive guide? Simple: it's been prepared by the greatest Nintendo experts in the known world - us! So allow us to share with you the Office Charts. These are the games which NMS votes the very best. These are the games we play most at the office and at home, and represent the very best games money can buy. We've listed the Top 20 Super Nintendo titles, Top 10 NES and Game Boy games with a bit of explanation as to why the very best are so darned good. Want to know which Nintendo game to buy next? Read on...

SUPER NES

1. SUPER MARIO KART
Okay it's getting on a bit now but, come on, it's got to be one of the fastest, funnest two-player games there is - and it's never the same game twice. We LOVE this cart! GET IT! GET IT! GET IT! (ARE WE GETTING THROUGH?)

2. STREETFIGHTER TURBO
We've showered just about every accolade there is on this wondrous cart so we'll keep this simple. BUY THIS CART WITHOUT ANY HESITATION WHATSOEVER. GO ON! DO IT NOW!

3. SUPER BOMBERMAN
Blast your way around maze after maze in what is quite simply the best fun you can have with four mates and that's OFFICIAL!

4. SUPER MARIO WORLD
Mario's first outing on the Super NES and still the best. It's worth buying a Super Nintendo to play this cart alone.

5. SUPER MARIO ALL-STARS
All the 8-bit Mario classics get the Super NES treatment and the result is simply brilliant. It gets better, too: included are the Lost Levels, hitherto unseen on any Nintendo system. And boy are they tough!

6. SUPER TENNIS
In terms of speed, challenge and gameplay there's still nothing that can touch this excellent tennis sim. An Ace!

7. TMNT TOURNAMENT FIGHTERS
Admittedly, an unlikely challenger to the Street Fighter crown. However, look beyond the unfashionable licence and you'll see a brilliant game chock-full of smart moves and crisp graphics. Kick shell! (Notice how the original Streetfighter 2 isn't in this chart, while this game is. Speaks volumes, eh?)

8. LEGEND OF ZELDA
Don't be fooled by the cartoony graphics. This magical game is as involving as it is immense, and hugely playable too. Brilliant.

8. LEGEND OF MANA
Another cartoony adventure that's not quite as immediate as Zelda but, if anything, is bigger, tougher and more challenging too so we've decided to call it a draw.

10. ZOMBIES
Intense, spooky and fun to play, Zombies astounds with its CD Quality soundtrack and seedy B-Movie-style humour.

11. F-ZERO

12. STARWING

13. TINY TOON ADVENTURES

14. SUPER PROBOTECTOR

15. SUPER GHOULS AND GHOSTS

16. R-TYPE III

17. STRIKER

18. LEGEND OF THE MYSTICAL NINJA

19. STAR WARS

20. SHADOWRUN

NINTENDO ENTERTAINMENT SYSTEM

1. SUPER MARIO 3
This game is too big for its boots. Not only is it by far the biggest and toughest NES Mario challenge, but it could teach some of the 16-bit big boys a thing or two too! BUY THIS!

2. ZELDA 2
Here's a rarity - a sequel that's better than the original! This stunning game mixes overhead and platform sections to produce an adventure of almost boundless appeal. BUY THIS TOO!

3. ZELDA 1
Barnstorming RPG that set the way for other, lesser, imitators to follow. Big, hard and still good-looking after all these years.

4. SNAKE RATTLE AND ROLL
It's wacky. It's weird. It's rock-hard and ace fun in two player.

5.KIRBY'S ADVENTURE
Hello, Paul Davies here and I'd just like to say that Kirby is the best game ever, and anyone who says it's not can come 'round here and we'll discuss it man-to-man...

6. MARIO 2

7. MARIO 1

8. JACKIE CHAN'S ACTION KUNG FU

9. PINBOT

10. RCA PRO-AM 2

GAME BOY

1. TETRIS
The best reason to buy a Game Boy - a blockbusting CLASSIC puzzler you simply won't be able to put down.

2. ZELDA: LINK'S AWAKENING
An absolutely stunning game which miraculously manages to cram all the action, adventure and excitement of its 16-bit big brother into the Game Boy's small screen.

3. SUPER MARIO WORLD
So it's a bit old and the graphics are a bit weedy, but for our money this is still the yardstick by which all other platform hopefuls are measured.

4. KIRBY'S ADVENTURE
A brilliant game which oozes quality at every turn - not surprising when you consider that it's by Shigeru Miyamoto - the guy responsible for the Mario and Zelda games!

5. CHESSMASTER
Budding Kasparovs with no mates brainy enough to challenge need look no further for what is, by our reckoning, the ultimate in hand-held stategy. An incredible Game Boy achievement.

6. R-TYPE

7. SUPER MARIO LAND

8. KICK OFF

9. DARKWING DUCK

10. REVENGE OF THE GATOR

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PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: MICROPROSE PRICE: TBA MEG: 12

Chaos Engine

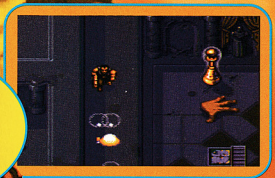
The Victorian era. Britain is finally dragged from its feudal past into a new dawn of industry and equality for all people. Actually it was more like an era of severe inequality where the rich got country mansions and the poor got smallpox, Charles Dickens wrote some dull books and Baron Fortescue, evil genius and part-time inventor, created the Chaos Engine during a time/space experiment that went wrong.

Now, the Chaos Engine started out inoffensively enough, but it soon became powerful and somewhat unhinged and began transforming normal folks and their pets into razor-toothed, merciless killing machines hell-bent on mercilessly killing stuff with their razor-sharp teeth. However, help is at hand in the form of six upstanding fellows - a thug, vicar, mercenary, navvy, brigand and a Victorian gentleman. All of them have specific abilities, their own line in murderous weaponry and the desire to band together and jolly well teach this blaggard machine a lesson - and pick up the odd bit of cash too. Well, a chap's got to eat hasn't he?

One or two players must select two from this unlikely bunch, tool 'em up and battle through 16 huge levels before the final showdown with the nefarious Baron himself.

Chaos Engine is the brainchild of the Bitmap Brothers and isn't due out until March. Look out for our own much-copied-but-never-bettered-style review real soon.

▲ Remember kids, if you find a large blue monster lurking behind a bush - always tell Mummy first...



WILL YOU EVER REACH THE END?

Negotiating the many levels of The Chaos Engine is not often the straightforward one it seems. In each level there is more than one exit point, and more than several ways of finding them! In one level, for instance, the players find themselves trapped on miniature islands surrounded by carnivorous frogs and bubbling swamp. However, a well aimed shot often upturns a switch or set of keys which in turn reveals a hitherto hidden bridge or gateway. There are loads of these hidden features - the game's a bit clever like that.

PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: TAKARA PRICE: TBA MEG: 20

FATAL FURY 2

EXCLUSIVE FIRST LOOK

Japanese software company Takara's shambolic attempt to convert SNK's Fatal Fury to the Super NES last year in no way prepared us for this, their superlative conversion of the sequel! Out now in Japan, Fatal Fury II, dubbed 'the grandmother of all battles', sees the return of Lone Wolves - alias Terry, Andy and Joe as they face their toughest challenge yet. Following the defeat of bad guy Geese Howard a new threat rumbles into town in the ominous form of Wolfgang 'Dark Kaiser' Krauser. Before the three heroes get to grips with him, however, there are a further six new challengers joining the fray and all are tough customers: Mai Shiranui is billed as an 'Enchanting Ninja Maid', Big Bear is a 'bone-crushing beast' and Laurence Blood features as the 'bloodthirsty Matador'. The others are equally as foreboding so the various fighting arenas are sure to become awash with much blood, seat and tears before the year is out - everyone is likely to want a copy of this excellent conversion! Unfortunately the game has no official release date as such so budding Lone Wolves are required to hang tough until such a time that NMS presents the full inside info!

▲ Big Bear demostrates his Big Bear Bomber on an unfortunate Andy Bogarde. Apparently he'd made some remark about his mother being so fat that when she walks across the room it looks like she's gliding. Or something.

▲ Joe Higashi demonstrates his Tiger kick on Andy again. Nothing to do with mother-jokes this time - he just didn't like the look of him.

Another blasted video game from Woolworths.

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PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: KONAMI PRICE: TBA MEG: 8

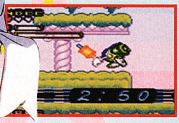
Rainbow bell adventure

Hold tight, Konami fans! Twinbee and Winbee are preparing to star in an all-new adventure! Not only have they brought their young nephew Gwinbee with them but they're abandoning their high-flying antics in favour of a more down-to-earth style of play. This platform adventure is for two players and scheduled for release in March 94. Yes, it's quite a long way off but it's something to look forward to as it looks really smart. NMS have played an early version of the game and everyone is impressed by the large size and speed of the central characters, along with being rather gobsmacked by the boss characters encountered. Though the game is likely to appeal more to younger players because of its child-like aesthetics the rest of us are also assured enjoyment because of the many imaginative features involved.

All three characters are provided with a unique method of self-defence: Twinbee is provided with a hammer, Winbee brandishes a whip-like pennant and the junior Gwinbee lobs rattles. The trio haven't completely forsaken their enthusiasm for aerobatics either as each may employ their rocket-packs to zip about at supersonic speed.

Any self-respecting Konami fan's mind is long gone haywire by now thinking of all the possibilities open to a Pop 'N Twinbee adventure, so watch this space for more on this topper title soon!

▲ Yes, topper two-player laffs are assured if you, first, wait until March then purchase this fine product.



▲ Poor Claire, she still hasn't got the hang of it. The shot below's far more interesting. Someone tell her. Please!

WHEN IT'S OUT, IT'S IN.

SUPER STAR WARS THE EMPIRE STRIKES BACK

SUPER EMPIRE STRIKES BACK
Super NES Released: End of December
Review: "Technically excellent and utterly playable throughout."
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PREVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

BY: MINDSCAPE PRICE: £49.99 MEG:8

MARIO'S TIME MACHINE

Have you ever wondered just what it is the nefarious Bowser does on his days off? You know, those idle hours in between kidnapping cartoon princesses and subjugating helpless peasants. No? Well I have, and now I know the answer - he surfs the oceans of time, stopping off here and there to steal artifacts of historical significance from, well, figures of historical significance and housing them in his private collection at his historically significant castle. Which brings me neatly to my next query - what does Mario get up to on his days off? The answer is, of course, that he races in Mario Kart - but when he's not doing that he's off surfing the oceans of time returning artifacts of historical significance to their rightful owners.

At least that's what Mindscape reckon in their latest "Edutainment" title, Mario's Time Machine. It's no simple matter of getting the object and returning it to its rightful owner. Oh no. You've got to learn some history on the way. You see, when Mario picks an object he's given a book of clues with gaps in it that he must fill before the object can be returned to its owner. So, whilst he's legging around a Spanish galleon asking the crew members questions and trading items with them in an attempt to return an Astrolabe, you're learning history and, supposedly, having fun. Edutainment, geddit?

Mario's Time Machine has 16 such historical quests and is due out in February. Naturally we'll be there with the full review prior to that occasion, because we are NMS after all...

▲ If... If only Mario could locate the house where the Scribe lived...

You mean my ancestors' staff of royal power? A three-pound solid-gold symbol of absolute rule over one third of the world? Why, yes, I was.

CD Quest, Report I am much too busy to converse with the Scribes. I cannot tell the enemy we are going now! My activities is missing and I cannot determine my location!

▲ Great decor. Shame about those pants though.

▲ Santa's new colours for this season. Nice.

CHAIRMAN OF THE BOARD

It's true that Mario is always on the job, so to speak, but that's not to say his job is without its brighter moments. In fact some bits are a downright lark. Take for instance Mario's method of traversing the oceans of time. He hops aboard a jet-powered surf board and gads about the Mode-7 ocean collecting mushrooms before zooming down the nearest hole in the space/time continuum. He's a lad, isn't he!

▲ I'll bet you didn't know that Michelangelo's David used to sport a rather nifty stone skirt. You live and learn, don't you.

▲ This, would you believe, is Mario's Time Machine. Mario's fruit machine more like.

SUNSETRIDERS

The dusty badlands of the Wild West are crawling with dirty lowdown bandits, each lowlife has a hefty price on his head and is sure to give you a run for your money! Seven levels of trigger itching, sharp shootin' spaghetti western action.

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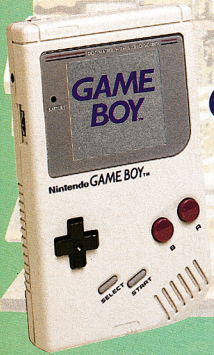

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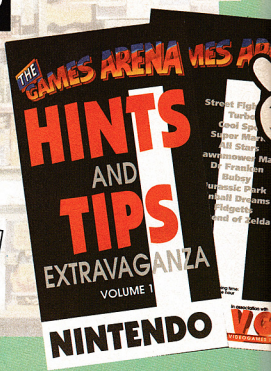

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CART SPEC

- **BY: SONY**
- **PRICE: £44.95**
- **RELEASE: DEC**
- **GAME TYPE: SPORT**
- **CART SIZE: 4 MEG**

GAME INFO

- **PLAYERS: 1**
- **CONTROL: Joypad**
- **GAME DIFFICULTY: Average**
- **CONTINUES: N/A**
- **RESPONSEIVENESS: Excellent**
- **1ST DAY SCORE: Ooh, I dunno. Nine heads of tinies.**
- **GAME ORIGIN: Converted from the Amiga original and named after the team responsible.**

CONTROLS

- **HOW TO PLAY: Guide your squad of eleven little men to victory in a series of football matches. Sound familiar?**

A — SHORT PASS

B — PASS

X — WALLOP/SHOOT

Y — NORMAL KICK

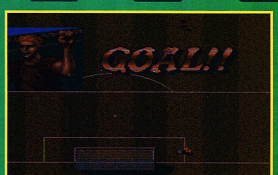
L: N/A
R: N/A

START: PAUSES
SELECT: N/A

Sens SOC

The life of a dwarf is a hard one at best. Not only do they have to avoid Lancastrian pubs for fear of being lobbed down a long corridor by a bunch of drunken 'Dwarf Throwers' but they also only ever to get to appear on TV as Oompah-Loompahs in BBC adaptations of Charlie And The Chocolate Factory or running up and down airstrips shouting 'The plane! The plane!' Hardly a happy existence.

Still, at least the little guys can find solace in the age-old game of Soccer - and now, thanks to Sony, we lucky Super NES owners can also join in the fun. With numerous teeny teams at your disposal, the basic aim is to take your chosen mini Melchester Rovers to victory in a series of cups and tournaments. Actually, the dwarf bit's a lie, but the player graphics are very small and some people will do anything to try and raise a smile. Especially me.



▲ The little takes a brave shot - and scores a marvellous goal. It's a sensible caption!

WHAT A BENDER

Although it could never be called realistic, Sensi features a very instinctive play system. The joypad buttons send the players sliding in for tackles (be careful not to earn a yellow card by hacking an opponent, though), diving for headers, and passing to the nearest team mate. In addition, two styles of shot are on offer - hard and soft - and these are aided by holding the D-pad to the left or right to add aftertouch. Using this system you can produce incredible banana shots which loop just outside the keeper's reach if timed correctly.

COMMENT

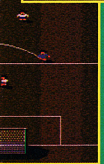
ANDY

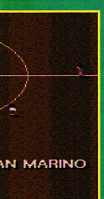
It's getting harder to choose a decent soccer game these days. With the glut of titles available, the choice is becoming mind boggling. Thankfully quality titles such as Elite's Striker and now Sensible Soccer take the difficulty out of that choice and, to my mind, there's little to choose between the two. True, as Steve says, it does look like a team of 'people of restricted growth' but the action is smooth, speedy and, above all, ultra-controllable. Once you get the hang of the play - and that won't take too long - you'll soon be pulling off the sort of passes and banana shots that'll have Fyffes reaching for their cheque books. Also, the goalies are much more under your control and can't pull off the 'miracle' saves Striker is famed for - guaranteeing a goal fest each and every match. The pace is a little more sedate than Striker too and more forgiving on your thumb. So, which one to choose. Hmm, er, um did I say the choice was going to be made easier...

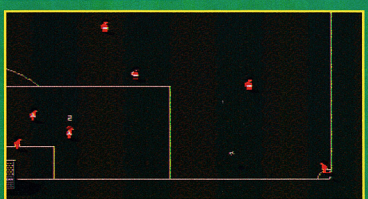
sible CER

NEW HEALTHY OPTIONS

Before kick off, Sensi offers stacks of icons for the player's delectation. In addition to the usual one and two-player options, everything in the game is available for tailoring. There are several pitch types on offer - icy, dry, and soggy, for instance - and these affect the way the ball bounces and slides. There are also numerous teams on offer, one of Sensi's greatest features. In addition to the usual (albeit slightly doctored) International and League sides, the lads at Sensible Software have also created a 'Friendly' league containing several made up sides. And this is where you'll find Battered Sausage playing for At The Chip Shop Utd. A hot signing if ever there was one...







COMMENT

STEVE

Sensible Soccer is by no means a realistic soccer sim, but then again neither was Striker. What it is, though, is an extremely playable kickaround which looks extremely dated, yet has more addictivity than the likes of Super Kick Off, Goal!, and Super Soccer put together. Thanks to the excellent control system, passing the ball is a dream, whilst shots at goal require genuine skill. Luck quite often comes in to it, too, with opportunist diving headers winning many a match. Similarly, in terms of options there's nowt really can touch this. Of course, there has to be a downside - and it's the price. Granted, Sony have made a few improvements over the original Amiga game, but even so I still have a problem with the large price tag. Ah well, it's great fun to play, but whether it's over forty quids' worth is up to you...

STAR MAN

A new feature added to the console versions of Sensi is the 'Star Player' idea. This is an option selected at the start of the game and adds a little tactical challenge to the proceedings. Basically, during a match, your key strikers are marked with a small star above their heads and, when in possession of the ball, it indicates that they stand more of a chance of scoring than similar unmarked players. This allows for the sort of blinding long shots even Ryan Giggs would envy as the star players volley the ball towards the goal in an attempt to catch the goalie unawares.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY	■			

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH	■			
YEAR	■			

PRESENTATION 90

▲ Sensi contains more options than Jools in the back of the England suit. Every aspect of the game can be tailored. Ovaltine!

GRAPHICS 71

▲ Yes, yes, yes. The sprites are tiny but they move well and are surprisingly well animated.

SOUND 58

▼ Nothing of note. A few weak crowd effects, and very little else.

PLAYABILITY 92

▲ Extremely easy to get into, and immediately playable. More so than Striker, in fact.

LASTABILITY 89

▲ Loads of international sides to take on, and an assortment of leagues also keep up its longevity...

OVERALL 90

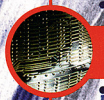
One of the most immensely playable footy games ever. Overpriced for what it is, but definitely worth a look.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** IREM
- **PRICE:** ETBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOT 'EM UP
- **CART SIZE:** 16 MEG



GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Average
- **CONTINUES:** More than enough
- **RESPONSIVENESS:** Smart
- **1ST DAY SCORE:** Reach level 3
- **GAME ORIGINS:** The Irem coin-op classic re-emerges as a massively revamped version of the old fave.

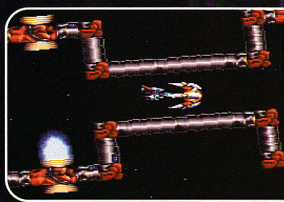
CONTROLS

- **HOW TO PLAY:** Ah, c'mon – it's R-Type Irem! Guide your little ship through wave after wave of Bydo baddies...not forgetting to shoot them.

A	N/A
B	N/A
X	N/A
Y	FIRE/BEAM
●	L: N/A R: N/A
S	START: PAUSE SELECT: N/A

It's little known fact the the multi-tentacled members of the Bydo race run their lives parallel to those of TV and movie stars. For instance, whilst the womenfolk are a cross between Anneka Rice and Mrs Walton - and consequently manage to control the day-to-day challenges of the planet AND cook a mighty fine pot roast - the male members of the species are akin to Dick Dastardly and that Marvin the Martian bloke from out of those old Daffy Duck cartoons. Whilst the women are by far the superior species on Bydo, sadly the race is soon to be extinct thanks to the power-hungry men. Time after time they invade other worlds in their rickety old Wacky Racer-style starships, only to be thwarted thanks to a major design flaw in their plans or meddling humans.

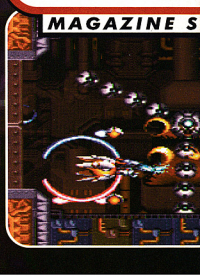
Now, however, the last-ditch Bydo attempt at universal demolition is in the hands of one Clunk the mechanic. Freshly recruited after the Bydo planet had seen his works in the newly-imported series, Stop The Pigeon, Clunk has built a fantastic variety of all-new ships for the Bydo warmongerers to send into battle. With this awesome new machinery at their disposal, surely nothing can stop their plans of conquest...



▲ Mind the menacing end of level breakfast cereal

GO ON, FORCE YOURSELF

One of the R-Type fighter's key devices is what Irem describe as 'The Force.' This is a shielding device which latches onto the front or back of the ship when you collect the necessary icon. It allows you to deflect any shots which hit the device, whilst also acting as a secondary weapon system. Pressing the A button also unlocks the unit, allowing the player to send it ahead to take out any particularly nasty Bydo warriors. Of course, this is a massively revamped version of the old coin-op and, as such, it's only fair that 'The Force' has been improved too. Before being sent into battle, you're invited to select from one of three 'Force' units, each of which endows the player with different abilities.



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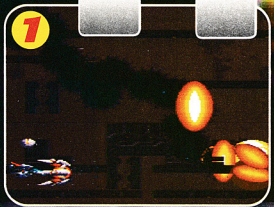
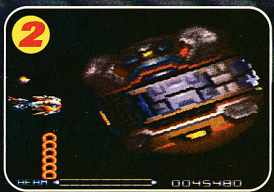
REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

▼ 'Use the force' Keith

R-TYPE III

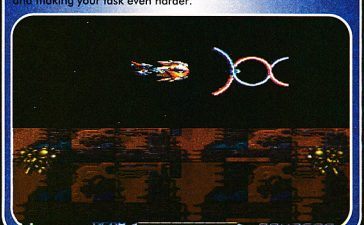




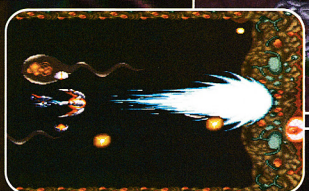
▲ Three stages in the destruction of the excellent level 1 boss!

SO WHAT'S NEW, THEN?

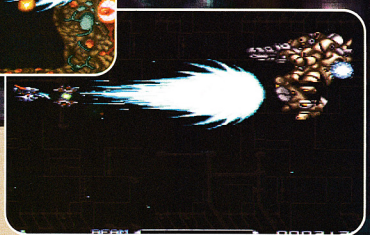
Whilst R-Type III sounds rather familiar to say the least, Irem have ensured that the many forms of Bydo attack add a little variety to the action. Aliens now whiz in and out of the screen, whilst large portions of substructure rotate using some clever Mode 7 techniques before letting loose with a massive laser cannon. In addition, you also have four-level parallax to contend with, with foreground detail occasionally obscuring the enemy attack patterns and making your task even harder.



REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM



Look out for the cosmic chimp gloop

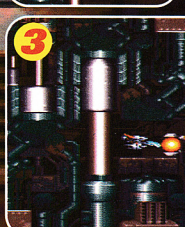


COMMENT

STEVE

Yes, the Super NES has already got stacks of scrolling blasters, but there has always been something a little special about the R-Type games as far as I'm concerned. The addition of 'The Force' idea gives it a slightly more controllable and skillful edge than most of its kind, and this third attack by the Bydo entry is the best of the bunch - better even than the R-Type II coin-op. Whilst not offering anything majorly new to the mix, this is basically a Jive Bunny version of the original with all the best bits repeated over and over again with a few new scratchy bits added to pad things out. The new enlarged choice of weaponry is excellent, and Irem have also managed to improve the graphics without sacrificing the speed - a fault in the original Super NES R-Type. However, the graphics deserve a special mention as some of the Mode 7 effects are nothing short of stunning, and add to the challenge immensely. A corking blaster, and one ol' Santa will no doubt be inundated with requests for. If he exists, that is. (Ho Ho bloody Ho - NMS)

During level 4 you must quickly position yourself inside the flashing circle to avoid the crushing machinery.



Witness the Bydo dismembered teddybear limb attack of doom.

GUNNING FOR THE ENEMY

In addition to 'The Force', your R-Type fighter can also take on a host of extra weaponry. Whenever a specific alien appears and is shot, he she or it relinquish a coloured icon to add onto your ship:

Hoopy Fire:
A red icon arms your ship with a looping laser which covers a fairly wide angle.

Clingy Bombs:
Contained within the ochre icon, these resemble linked spaghetti hoops and shoot from the side of your ship before running along the walls and hitting any nearby gun turrets.

Diagonal Lasers:
The blue icon gives you these, and the Diagonal Lasers are probably the best of the bunch. These bounce off any solid objects and are useful for hitting any turrets which are hidden behind oncoming objects.

Satellites:
These sit either side of your fighter and add another laser cannon to your inventory. Speed-Ups: Guess for yourselves. C'mon, it's not hard...

LOOKS FAMILIAR

Whilst R-Type III has indeed been massively revamped in terms of appearance, the basic gameplay is virtually identical to that of the original. Once again, the game is set across a number of horizontally-scrolling stages, along which the plucky little Earth fighter is moved. The assorted Bydo ships attack from all directions, and shooting the little 'Hopper' ships which also appear releases a power-up icon which is automatically added to the player's ship when collected. In addition to these extra weapon systems, the player is armed with a 'Beam' device which is powered up whenever the fire button is kept held down. A white bar at the bottom of the screen indicates the beam's power status, but whereas in the original game the beam was fully powered as soon as the white line reached maximum, in R-Type III it doubles back on itself - effectively doubling the weapon's effectiveness and unleashing a massive fireball when released.

COMMENT

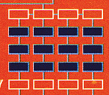
TIM

Huzzah! Super R-Type was one of the first official UK Super NES carts, and it's still one of the best. So try and imagine a game which takes all the best features of the original, expands them and adds a bucketful of original touches into the bargain. That's how good R-Type III is, and for my money this is the best shooter available for the 16-bit Nintendo, bar none. Everything you could ask for is in there - a cool ship, whoppingly tough add-ons, truly loathesome aliens, smooth scrolling, speed, explosions, the lot. And unlike Super R-Type this is no slough when it comes to toughness - the game is rock solid hard and you're going to be hard at it for weeks before the Bydos come to the inglorious end they so richly deserve. Don't just take my word for it, have a gander at these screenshots to get some idea how good this goodie is. Why am I writing this when I should be playing the game? That's it. Bye.

▲ Right, you've got this well smart ship, right, and you have to go around blasting at these alien sorts and that. Its well flippin good innit. © Graham

RATINGS

BREAKDOWN



LONG-TERM INTEREST

PRESENTATION

89

▲ Not a huge amount options-wise it has to be said, but the intro sequences and presentation are top-notch.

GRAPHICS

93

▲ The Bydo race has never looked so good, and the new parallax scenes look superb.

SOUND

79

▲ All the usual 'Zap' and 'Bang' effects, but some very nice music rounds it off nicely.

PLAYABILITY

93

▲ R-Type has always been one of the more playable shoot 'em ups and this is no exception. The ship is easy to control, and 'The Force' idea better implemented than before.

LASTABILITY

92

▲ The levels are fairly long and the game's difficulty level is set at just the right degree - thus, there's plenty of blasting fun to be had here.

OVERALL

93

Smart to look at, easy to play and a good challenge. A worthy successor to the R-Type legend and well worth a shufty.

YOU CAN BEAT

Zangief, M. Bison, Vega, Blanka, Ken, Chun Li, Ryu and not forgetting Dhalsim.
You can beat them!
Guile, E. Honda, Balrog and Sagat.
You reckon!
You see at Dixons if you get the handle of Street Fighter II, there's always Mortal Kombat, WWF Royal Rumble, and Batman Returns.
Dixons has more choice for "Beat-'em-ups" than any other store.
In fact Dixons has more choice for "Beat-'em-ups", "Sports Games", "Flight Sims", "Platforms" or any

BUT YOU CAN'T

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** KONAMI
- **PRICE:** TBA
- **RELEASE:** JANUARY
- **GAME TYPE:** FIGHTING
- **CART SIZE:** 12 MEG

GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Most Challenging
- **CONTINUES:** 7
- **RESPONSIVENESS:** Awesome, or, dude!
- **1ST DAY SCORE:** 60,172,000
- **GAME ORIGIN:** A Street Fighter style game based upon those comic Turtles

CONTROLS

- **HOW TO PLAY:** Pick a fighter from a wide range of delicious turtles and villians and fight another!

A	FIERCE KICK
B	NORMAL KICK
X	FIERCE PUNCH
Y	NORMAL PUNCH
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: STARTS/PAUSES SELECT: NO FUNCTION

Cowabungee! Hey, don't you recognise me? It's Donatello. Donatello Turtle. Surely my liver spots aren't that bad? Well, I guess you are a bit young, but me and my friends were real big way back in the swinging Eighties. Maybe your parents remember us. The Heroes in a Half-Shell. Yep, it sure was a groovy time back then, all big collars and afros. I was at Woodstock, dropping pizza and playing alongside Spandau Ballet. Of course, I was mainly a crime-fighter in those days. It wasn't as bad then as it is now. Just the odd alien brain or space samurai. In fact, me and the lads are making a comeback. See, it's like this. We're pretty good at fighting, right, only we used to restrict ourselves to scrapping the bad guys. Pretty soon they ran out, see, and we got a bit bored so we started fighting amongst ourselves. We quickly realised what we'd been missing, so we set up the Turtles Tournament and started beating the hell out of anyone who entered. Finally we got down to the last ten, and that's the contest you're about to see. We're fed up with saving cities and living down drains, so now we're just going to beat everyone up. Good, eh?

THEM... YOU RECKON!

other type you're fanatical about.

And talking about fanatical, we bet value for money has a special place in your pocket. With the Dixons price promise if you can buy a game cheaper elsewhere we'll refund the difference.*

With more stores, in more towns we've always got the best deals on Nintendo games.

So if the only move you've mastered is not to look a gift horse in the mouth, you'll recognise that you can't beat Dixons for choice and value; on any street.

* We will refund the difference on the spot if you can find the same product with the same offer, cheaper locally. Just come back to us within 7 days of purchase, with the details. The product must be new, complete and available for immediate delivery. This guarantee excludes mail order prices/offers.

BEAT Dixons

TWO HALF-SHELLS MAKE A WHOLE!

No beat 'em up would be complete without a two-player option and Tournament Fighters is no exception. In Versus Mode, either player can select a fighter from all ten combatants and, as is now standard, pit the same characters against each other. The Super Special Attack is also available in two-player mode. What's more, at the end of each match a full battle record appears. This shows how many wins and losses each player has racked up and whether they finished the fights with a special or even a super-special attack.

TURTLES AND FRIENDS

Taking a big departure from their usual scrolling beat 'em ups, this is the Turtles' big debut into the world of the one-on-one fighting game. There are TEN characters to choose from, all four Turtles and six assorted ne'er do wells, each armed with their unique fighting style. You're obviously gagging to know all about them, so let's get on with the details you so desperately require:

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

LEONARDO

Known affectionately to his friends as the turtle with the blue bandana, Leo uses twin ninja swords in combat, and his special moves are hereby detailed for your delectation:

LIGHTNING CURRENT

ENDLESS SCREW

SWORD SLASH

REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

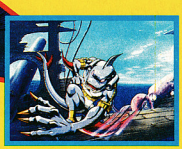
DONATELLO

SWIRLING STAFF

FLOOR ROCKER

GROUND SPIN

Making up the numbers in the Fab Four, Donnie's a whiz with the quarterstaff, ask for the turtle with the purple bandana at the counter. Spesh moves:



ARMAGGON

FISH GLIDE

FISH FLIP

FISH BREATH

Just when you thought it was safe to return to the sea, Armaggon appears. This mutant shark hides at the bottom of the sea in a sunken pirate ship and he's flippin' rock! Doesn't need many SMs, but here they are:

CHROME DOME

ELECTRO PILEDRIVER

FLOOR SPARK

GUN PUNCHER

Metal head Chromey could be one of the exhibits at the derelict Art Museum he lives in. Watch out for his extending arms and legs and these special moves:

WINGNUT

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM

No, not a fixing nut a pram wheel. Wing nut is a giant bat and as his name suggests, he's totally mad! Special moves:

BOOM BUSTER

WING DIVE

BREAK DANCE

Hurrah! The Turtles arch-enemy returns and this time he's bionic! Sporting lethal claws on each hand, he is able to repel projectile attacks. What a boy! Special moves as follows:

WAR

He lives atop Mount Olympus and, as the name suggests, this giant purple spikey beasty means business. Special moves:

CHARGING CLAW

HEAD CRUNCH

FIRE DISC

CARTWHEEL KICK

POWERDRILL

SHREDDER

SHREDDER KNEE

WAR CRUSHER

RAPHAEL

Raphael is adept at using two small fighting forks called sai. For the non-cowabungad among you, he wears the red bandana and his special moves are as follows:

REVIEW

SUPER NINTENDO

COMMENT

TOM

This is the kind of game which reminds you why you bought a Super NES in the first place. It's just brilliant! There isn't a single category where this game scores badly. The graphics are mind-blowing, with fantastic backdrops and excellent sprite animation. Likewise with sound: funky tunes play away cheerfully whilst bone-crunching, fist-thumping sound effects punch the action right into your face. And boy, what action! This game plays just perfectly. All the moves are so easy to execute and the scope for killer combinations is vast. But just wait until you get to pull off the Super-Special Attacks. Wiping your opponent out with a tidal wave or in a flurry of fist missiles is just so satisfying. Konami really have exceeded themselves with Tournament Fighters. In my books it's easily as good as Street Fighter 2. Perhaps not quite as complex, but faster-paced and far more action-packed. What's more, with Street Fighter getting just a tad stale now, this game more than fills the gap. Fun, addictive and highly challenging, you've got to get this!

LIGHTNING UPPERCUT

It's the nunchukas for Mike, only he doesn't use these rice flails for beating rice. Colour Code No.3: Orange Bandana. Collect the set! Special moves to follow:

TURTLE SPIN

DRAGON BREATH

TURTLE WATCH!

If you fancy some turtle-fighting action, but don't want to do all the hard work, there's even a special viewing option for you. In Watch Mode, you can view demo battles between any characters. This gives you the chance to discover new special attacks and work out good combinations attacks.

COMMENT

PAUL

Konami transform a recipe for disaster into an irresistible feast! Though it's a Turtles license, dedicated gamesplayers ought to restrain any harsh judgement. In fact forget any preconceived ideas altogether! Tournament Fighters breaths new life into the over-exposed foursome and the high-quality gameplay is bettered only by Street Fighter II: Turbo. Tournament Fighters is a mutant masterpiece and is arguably more exhilarating than the forlorn Street Fighter II original! Only one problem scars the surface - the state of characters when dizzied. No amount of effort can snap them out of it and this is mightily aggravating at times. Such a little bruise is easily ignored, however, as the rest of the game is so masterfully executed - it absolutely demands attention! State-of-the-art animation technique allows the fighters to display the most wince-inducing moves and witnessing each of their extra special moves is a Super NES spectacle hard to forget. This is one tournament you don't want to lose!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 92

▲ More options than you could shake a half shell at and the whole things is so well put together. A very polished game.

GRAPHICS — 94

▲ Fantastic, brightly-coloured, beautifully-drawn backdrops and superb sprites that move just perfectly.

SOUND — 93

▲ Loads of funky tunes fill the game and shell-kicking spot-effects add a real edge to the action. Brilliant speech and loads of it!

PLAYABILITY — 94

▲ Cowabunga on the playability front. Superbly responsive controls make the moves a dream to execute and the action is perfectly paced. Great fun.

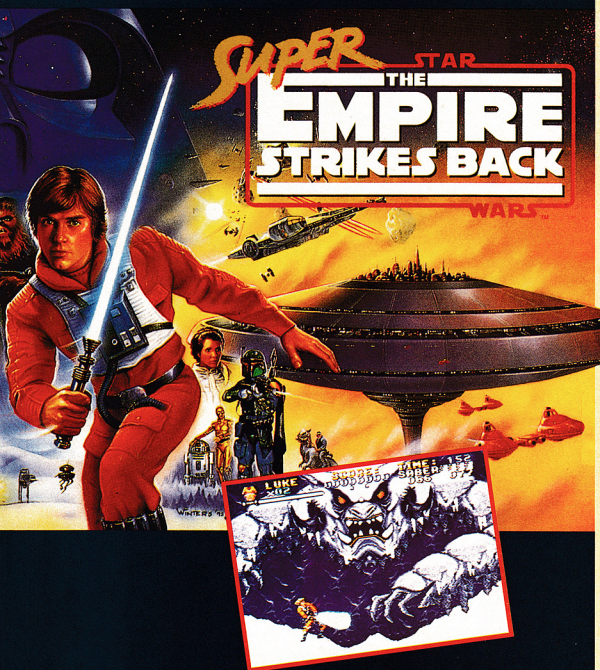
LASTABILITY — 90

▲ Quite simple action, but with plenty of scope to build new combos. Plenty of challenge on the top difficulty setting and a two-player option you'll play forever.

OVERALL — 94

Who said Turtles are old hat? The half-shelled ones deserve respect for being hottest contenders for Game Of The Year 1994!

May the force be with you



12 megabytes of lightning fast action, stunning mode 7 graphics, 3 different player perspectives, 14 enormous levels, digitised speech and sound effects, near impossible challenges to your speed, skill and control - new Super Empire Strikes Back is even more spectacular than the award winning Super Star Wars. Don't even think of missing it.

Available January 1994.

"It's destined to become a classic. It's got the lot. Superb graphics and sound, excellent gameplay, varied action and loads of levels."

94% C+VG
November '93

"The most eagerly awaited film license for ages."

Tim Boone, Editor
NMS

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Hedge End, Southampton. S03 4TX

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY: SQUARE SOFT**
- **PRICE: TBA**
- **RELEASE: TBA**
- **GAME TYPE: ACTION RPG**
- **CART SIZE: 16 MEG**

GAME INFO

- **PLAYERS: 1,2 or 3**
- **CONTROL: Joypad (Multitap)**
- **GAME DIFFICULTY: Medium**
- **CONTINUES: Infinite**
- **RESPONSIVENESS: Excellent**
- **1ST DAY SCORE: Defeat Tropicallo**
- **GAME ORIGIN: The second in Squaresoft's Legend of the Holy Sword. The first is only available on the Japanese NES.**

CONTROLS

- **HOW TO PLAY: Guide the three heroes of Mana through umpteen action packed scenarios filled with beasties to kill and dungeons to explore.**

A — **DASH**

B — **ATTACK, TALK**

X — **ALLIES RING COMMANDS**

Y — **PLAYERS RING COMMANDS**

L/R — **L: RESET**
R: RESET

S — **START: STARTS GAME**
SELECT: SWITCH CONTROL

SECRET OF

First the rain forests and now this - the fate of an entire civilisation residing on the welfare of an all-powerful tree! And with David Bellamy contracted out to rare television appearances only it appears the solution lies with an unknown, wholly inexperienced horticultural hero to save the epoch.

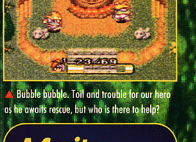
The Mana Tree stands as the guardian of peace in a far off magical land. Recently the powers it represents are waning as the eight seeds that contribute to the sustenance of Mana within this land have fallen into the cold clutches of evil. Fortunately for all concerned the seeds are protected by powerful seals. However should these seals crack under the pressure exerted by the evil forces to claim them, the world is destined to become a twisted and terrible place where only the wretched survive!

This most intricate role-playing title caused a riot upon its release in Japan. Now westerners face the exciting prospect of discovering the reasons why and these factors are readily apparent. Secret of Mana is the first game of its type to utilise the multi-player adaptor, allowing three players to journey together; offers 16 Meg of sumptuous graphical locations to explore and harnesses a beautiful plot stacked full of surprises. Allow NMS to introduce you...

Jema's Water Palace. This location plays an important part in the early stages of the game.

BATTENBURG BATTLER

By means of a multi-player adaptor a band of three friends may embark on this adventure together. Actually this isn't strictly true as the additional characters join-up in the early stages of the journey. Nonetheless it becomes the player's responsibility to safeguard each one and decide how valiant or timid they are in battle. However, should only one player share the responsibility of all three heroes, an *attack chart* is provided to discern their tactics for them. Represented as a four-by-four chequered square it is used to decide whether or not the allies are prone to approaching or keeping away; attacking or guarding, or any combination of the four in confrontational situations.



Bubble bubble. Toil and trouble for our hero as he awaits rescue, but who is there to help?

A Sprite:

Believe it or not this little feller is the perfect channel for the magical elements that exist in the realms of The Land. He is found suffering from amnesia in the Dwarf caves conning the hapless lawn-ornaments of all their cash in return for some cheap tricks. He's very dependable once on the team however.

MANA

BAR BAR BLACKSMITH

When attacking by conventional means - ie without the use of powerful magic - the effectiveness of a character's weapon is determined by a power-meter. Illustrated at the bottom of the screen the meter reaches full power over a time and remains so until an attack is made. The more a weapon is used the more effective a character handling this weapon becomes. Each time this happens the meter extends and the re-charge time becomes greater as a result. Of course so much power may become a unwieldy in some instances but this is never a worry as the facility to adjust the level of power is available should the player so wish. Hurrah!

▲ Watch this kids, I can even make him walk. Clever, eh? Doopy doopy do! Heh! Heh! Doopy do!

A Hero:

First seen mucking about on a log high above a raging waterfall, the leading character of the game appears none to bright at first. However with the help of a smart player it is the hero who eventually is responsible for the liberation of the Seeds of Mana. Exciting or what!

▲ The fortress! Our heroes prepare to face the final battle...

A Girl:

Like we said, this hero character is a few leaves short of a full tree at first. The brave girl character happens along at the precise moment the hero finds himself being cooked in a goblin tribe's cauldron. Lucky she happens along to drag him out or this might have been one short adventure!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

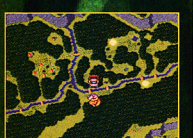
COMMENT

PAUL

Behold and other such pompous terms that are best ascribed to enthusing about this triumphant achievement. The Super NES is once again transported to the dizzy heights of graphical perfection as the second instalment of the Legend of the Holy Sword - as it is known in Japan - spectacularly unfolds before hungry eyes. Seeing is believing and playing is a dream, even the magnificence of Zelda III seems stale in comparison to the many incredible features found within this refreshing, exhilarating adventure. In fact it is wise to reserve a week off work, college or whatever else takes up the majority of your time just to play it. Nothing seems important when the Secret of Mana is at stake. The control of all three characters is wholly intuitive leaving players to explore, to their joy, the magnificent worlds contained within these 16 Megs of phenomenal programming. Speaking personally I haven't experienced a game with such depth and feeling ever. Though I haven't completed the game yet - apparently there are around seventy solid hours of gameplay involved - I am determined to see this quest through to the end. An experience that I recommend to anybody who owns a Super NES. Something truly special has arrived.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



▲ Yipes! Nice view from up here! How do we get down though? Aieeeeeee...

▲ Mr Blobby's alter-ego runs amok as our heroes valiantly battle to keep the situation under control!

COMMENT

Zelda is one of my all-time favourite games, and until now I thought nothing could touch its complete and utter brilliance. Secret of Mana comes the closest yet, but in my view Zelda still reigns supreme - and if you'll spare a few moments of your time I'll explain why. First off, be under no illusions - this is one of the greatest graphical RPGs in the history of the world, featuring an absolutely massive conquest guaranteed to dominate your life until you finally master its mysteries. Playing the game is an absolute joy, and it passes the true test of greatness as well: you jabber on about it endlessly with other addicts and nobody ever gets bored talking about it. Having said that, there's just one tiny ingredient missing: the sheer genius behind Zelda. Remember the fiendish gameplay which had you tearing your hair out trying to find the chest which was in fact hidden in the very next room? Remember the brilliantly laid out dungeons which seemed impossible to conquer? There are elements of all this in Secret Of Mana, but not quite as cleverly done. There's something very slightly missing which, if it was there, could even push Zelda into the background. If you enjoyed Zelda, buy this now. And if you're one of those unbearably lucky people who have never played either Zelda or Mana, buy them both right now. You'll pay, what, eighty quid for an experience beyond price. Enjoy!

JM

▲ Here our hero is seen engaging in his first real confrontation - hence the little clouds of gas!

▲ Flurrr F-f-forgot m-m-my m-m-mittens! I've got c-carrots for f-f-fingers!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	RICH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	RICH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 91

▲ Following the breath-taking opening sequence the game follows a remarkably clear line in presentation leaving players in no doubt as to their current status within the game.

GRAPHICS 92

▲ Rich in colour and fine in detail. A mighty showcase of the Super NES' graphical prowess.

SOUND 95

▲ Not even the games currently being aired on CD-ROM formats match the brilliance of these astounding soundtracks. Special effects are tastefully and effectively used throughout.

PLAYABILITY 92

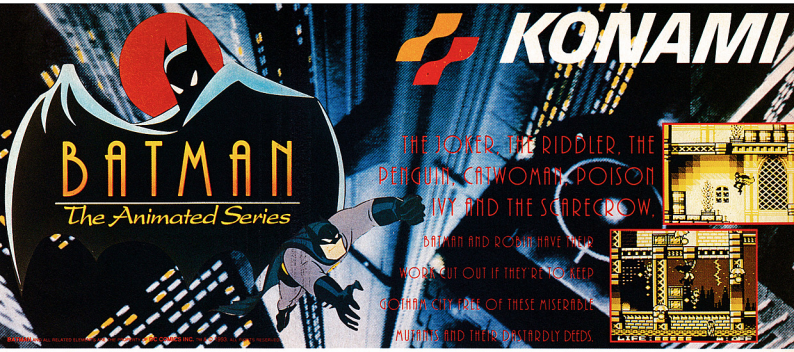
▲ The video-game equivalent of a holiday on a tropical island. The perfect cure for the winter blues. Full of surprises and enchanting moments to while away the hours.

LASTABILITY 90

▲ A vast, complex plot that guarantees around 70 hours of continuous play.

OVERALL 93

A treasure.


KONAMI
BATMAN
The Animated Series
THE JOKER, THE RIDDLER, THE PENGUIN, CATWOMAN, POISON IVY AND THE SCARECROW
BATMAN AND ROBIN HAVE THEIR WORK CUT OUT IF THEY'RE TO KEEP GOTHAM CITY FREE OF THESE MISERABLE MUTANTS AND THEIR DASTARDLY DEEDS.

GAME BOY™

Nintendo

TINY TOON
Adventures 2
Montana Max is causing havoc in movie land and guess who has to sort him out? You got it.... Buster Bunny and Co. More crazy cartoon capers through five levels of hilarious platform action.
MONTANA'S MOVIE MADNESS
The fearless foursome are back once more, in their latest all action beat'em up adventure for GameBoy.
TEENAGE MUTANT HERO TURTLES III
Radical Rescue

NHS

"General stuff here" commanded Dave in that special way which makes us jump to attention and start banging at the keyboard. So, welcome to the one and only NINTENDO HELP SYSTEM (NHS to you and me) which this month contains a larger than ever avalanche of good things, headlined by our rather unique Aladdin Review/Guide. Is that OK, oh Great Lord Kelsall?

PAGE 52

BOMBERMAN '93

YOSHI'S COOKIE

Aladdin

PAGE 57

"Cor blimey apples and carts stick it up your old jam jars round the houses me old China. May we proudly present this month's small tips, which this month has a distinctly London feel. It also has a mountain of cheats – of course. Er, nice one Arfur.

ZOMBIES

PAGE 62

So, you've just seen the Zombies playguide – right? And you know which page it begins – yes? So WHAT THE HELL ARE YOU STILL DOING HERE? Why aren't you feasting your eyes on all its fabness without trying to milk me out of another gag when I've still got about sixty million other jobs to get on with. I mean, there's just no satisfying some people, is there? If you're looking for a laugh, tough luck. Get lost – I've got better things to do.

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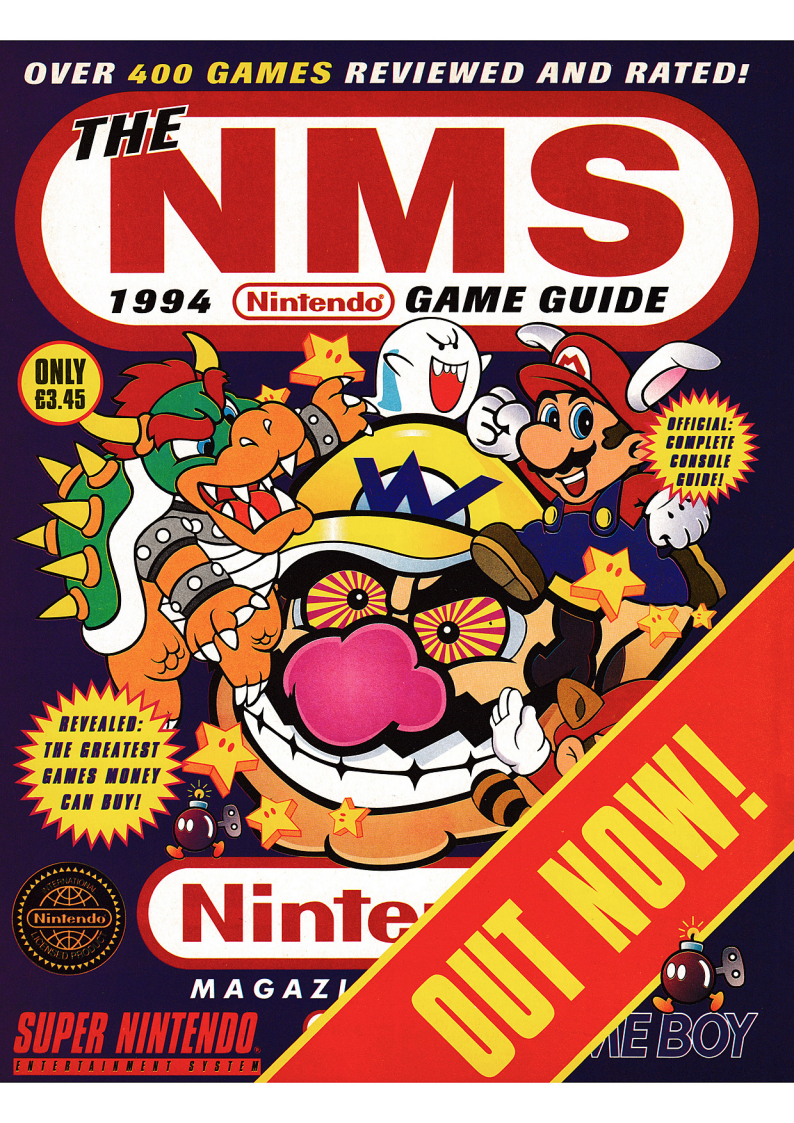

OUT NOW!

Nintendo

MAGAZI

SUPER NINTENDO ENTERTAINMENT SYSTEM

GAME BOY

GRAHAMS SMALL TIPS

If you look carefully you may notice the small tips have a distinctly cheery look about them this month. And if you take a sniff - go on, put your nose up to the page and have a good long snort. D'you smell that? Unmistakable isn't it - jellied eels. You see this month's small tips have been compiled by our very own Work Experience dogsbody Graham "George" Mangion who is a bit of a cock-er-nee barrow boy-type geezer. Hence the cheeky-Dunkirk-spirit-of-the-blitz air to the tipular proceedings. Yes indeed, Gawge actually managed to persuade us to take him on as Work Experience, a feat only achieved once before in the entire history of the magazine. If that wasn't enough, he's managed to hi-jack small tips from Paul for a month. Quite an coup, we're sure you'll agree. To mark this landmark event send your smart hints, cheats and tips to GOR BLIMEY STRIKE A LIGHT LORD LUVADUCK APPLES AND PEARS 'OW THE 'ELL DID GAWGE PULL THAT OFF THEN? SMALL TIPS, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Don't forget that the sender of the best tip will receive for their troubles not one but TWO BRAND NEW KONAMI GAMES of their choice! Gor blimey, guv'nor, stick that up me old kit bag etc etc etc...

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KONAMI®

SUPER NINTENDO® ENTERTAINMENT SYSTEM

STRIKER

According to a James Hunt from Essex there is a sure way for even the saddest of Striker players to score a wealth of goals. All you have to do is run up the line with ball and as you're halfway past the keeper's box (you will have passed the goalie) run in and shoot the ball. Easy, eh?

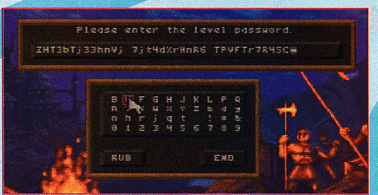
ZOMBIES ATE MY NEIGHBOURS

Thanks to Terrence Stokes for these rather splendid Zombies level codes. He's a man of few words, but these codes speak for themselves. Nice one Stokesie...

LEVEL5 XHRS
LEVEL9 XBGS
LEVEL13 TFCL
LEVEL17 PKYT
LEVEL21 CXBV
LEVEL25 GYLM
LEVEL29 BLZX
LEVEL33 RJQZ
LEVEL37 BZVG
LEVEL41 BRPK
LEVEL45 BLHR
LEVEL49 XWJR

POWERMONGER.

Here's a rather spiffy password that whisks you straight to the last land on this fair to middling Amiga conversion. Enter the password screen and enter the following code:
ZHT3bTj33hnvj 7jt4dXrHnR6 TPVFTr7R45C
Cheers to Jonathan Filmer from Ashton for that.

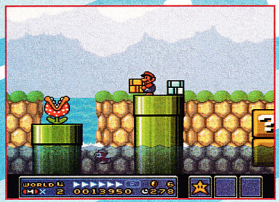


MARIO ALL STARS

Fancy infinite lives or power-ups, you do? Okay then read on...
Start playing Mario 3 and collect as many 1-Ups and Power-Ups as possible then save the game. Now reset the Super NES and enter your previously saved game and then you will be back at the beginning of the world that you saved earlier but with all of your Power-Ups and 1-Ups intact!

Better still, you can repeat the process as many times as you like. That tip comes from Graham of Stepney whose friends all call him Gawge because that's what he wishes he'd been christened.

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222



GODS

A nice chappy that Jamie Smurthwaite. Why? He's gone and sent us some level codes for Gods and here they are. Yes, all three of them:

LEVEL 2 SD1
LEVEL 3 MGB
LEVEL 4 BMH

ADDAMS FAMILY 2

Mr discrete sent in a tip for Addams Family 2 on the Super NES. Once you're in the bathroom, enter the second door and then go all the way to the left, then jump through the wall and then you'll be automatically warped passed three doors. Nifty stuff from the man with no name!

SPINDIZZY WORLDS

We have been sent a level select for Spindizzy Worlds by Mitesh Patel and all you have to do is enter the magic password, which is MIMICHAN. Do this and level selection will most assuredly be the order of the day. Cheers Mitesh.

BACK TO THE FUTURE 2

How would you like the last level code for Back to the Future 2? How would you like to drive wooden staves into your navel? It's nearly the same thing. Anyway, Deakin Scott has sent it in for us and all you have to do is go to the password screen and enter the code BIFF and Bob's your sister-in-law.

WWF ROYAL RUMBLE

What would you say to a cheat which lets you have two of the the same wrestler either fighting with or against himself, or a super punch which knocks off half of your opponent's energy in one blow? You'd be right chuffed, wouldn't you? Well, prepare yourself for the info you need... Here's the one for the same bloke. On the player selection screen press the L button to stop the WWF logo in the background. Now hold down the L and R buttons but without starting the WWF logo moving again. Now press SELECT and flick through the characters to find your alter ego! Moving swiftly along, here's the one for the Super Punch. When you turn on your Super NES you'll see a legal screen appear. As it starts to fade, press Y and B together. If you have performed this correctly you'll hear a groaning sound. Now all it takes is two hooks and you can sort your opponent out. Gaw blimey guv'nor, a top tip and no mistake and thanks are due to Paul "The Arn" Arnold for generously bestowing it upon the world.

WOLFCHILD

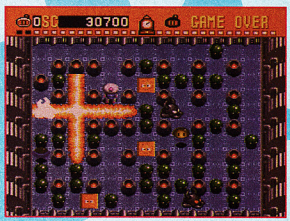
Feel like a bit of invincibility on Wolfchild? Here's how: go through the first level and kill the flying guardian. When your Wolfchild throws his arms up into the air press A, B and START together and now you should be invincible. The weirdly named Matthew "Who Stole My Eyebrows?" Reed is supplier of said tip. (Shame his jokes aren't as good as his cheats).

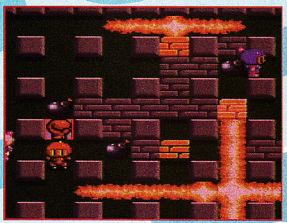
SUPER BOMBERMAN

There once was this fella from Northampton who decided to send in a complete set of Bomberman codes, and Gaw Blimey It's A Fair Cop Guv The Swag's In Me Basement 'ere they flippin' well are. Strike an apples and light, this tipping lark's an apples and breeze:

1-2: 1504
1-3: 3542
1-4: 7512
1-5: 4523
1-6: 0562
1-7: 3535

2-1: 1054
2-2: 5003
2-3: 7042
2-4: 2015
2-5: 6025
2-6: 3065
2-7: 0034



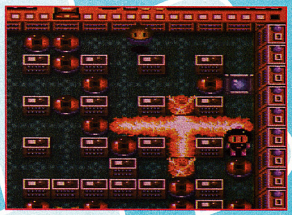


3-1: 4455
3-2: 7402
3-3: 3444
3-4: 7414
3-5: 2423
3-6: 1462
3-7: 3433

4-1: 0153
4-2: 4103
4-3: 7144
4-4: 5114
4-5: 6123
4-6: 3163
4-7: 0135

5-1: 4253
5-2: 1203
5-3: 4242
5-4: 1212
5-5: 3223
5-6: 1264
5-7: 3232

6-1: 6655
6-2: 2603
6-3: 6643
6-4: 5615
6-5: 7623
6-6: 3663
6-7: 7632



SUPER TURRICAN

Pretty dull this one, but if you like the listening to the music on Turrican then this one's for you. First, highlight "EXIT" on the option screen. Now hold down L, R, X, A and START and here's the hidden sound test. Cheers to me old China Chantelle from The Isle Of Dogs. Underneaf the Arches, blah blah blah...

AEROBIZ

Another useless tip for a sound test but this time for aerobiz. All you have to do is wait until the new game/continue screen appears and press SELECT. This tip comes from Kristian and Leisha Newman, because it's all too much for one person to handle after all...

BRAWL BROTHERS

This cheat lets you play the Japanese version of Brawl Brothers. "Why would you want to play the Japanese version of the game?" I hear you cry. Well, it's because it has a few extra options. To access it you'll have to be a bit nifty with joypad. When the JALECO logo screen appears very quickly press this buttons B, A, X then Y

GAME BOY

HOME ALONE

Do you want a warp to level 4 on Home Alone? Probably not, but in case you do...get yourself to level 3 and in the attic. Instead of going down the ladder, walk right and you'll be transported to level 4 the easy way. Your grateful thanks should be addressed to the man known only as Kenneth Guild.

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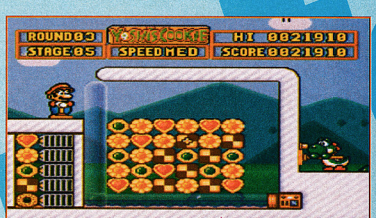
YOSHI'S COOKIE

YOHSI'S COOKIE

Bet you'd like to try out some extra levels for Yoshi's Cookie. It couldn't be easier. All you have to do is enter the options screen, set the speed to HIGH, the round to 10 and the music to OFF. Now hold UP and press SELECT. That little corker came from "MOG." Well, there's not much you can add to that, is there?



Well me old apples and pairs, that's your Bow Bells lot for this month thanks to our crafty cockney and all-round diamond geezer Gawge. Before we leave, we have this special message for one of our saddest readers:

Dear GamesMaster,

Stop lifting our tips and passing them off as your own when everybody knows you're a xylophone player with a sieve on your head who can't play games for toffee. All the kids know you're scabbing your cheats out of mags like NMS, and what do they get for it? Jack. At least with NMS they stand

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CART SPEC

- **BY: CAPCOM**
- **PRICE: £45**
- **RELEASE: OUT NOW**
- **GAME TYPE: PLATFORM**
- **CART SIZE: 10 MEG**

GAME INFO

- **PLAYERS: 1**
- **CONTROL: Joypad**
- **GAME DIFFICULTY: Easy**
- **CONTINUES: Three**
- **RESPONSIVENESS: Accurate**
- **1ST DAY SCORE: Finish the game**
- **GAME ORIGIN: Capcom base their game on Disney's hugely popular, animated film of the same name.**

CONTROLS

- **HOW TO PLAY: Guide Aladdin through a succession of tricky scenes, helping him thwart the attempts of palace guards and successfully negotiate similar deadly obstacles.**

A — **Apples**

B — **Throw apples**

X — **Has no function**

Y — **Run**

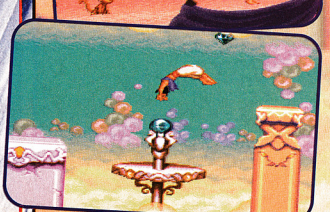
L/R — **L: NO FUNCTION**
R: PARACHUTE

S — **START: STARTS/PAUSES**
SELECT: NO FUNCTION

Aladdin

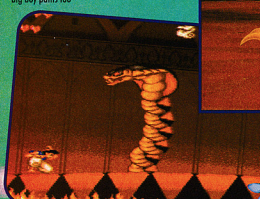
Disney's Aladdin is currently the recipient of two Academy Awards and three Golden Globes (whatever they are), has amassed over $200,000,000 in the States and is the company's most successful animated production to date. Advanced bookings for the picture in London's West End are the second highest ever recorded in cinema history with another Disney title - Who Framed Roger Rabbit - holding the premier spot. As far as cinema-going punters are concerned the words *Disney* and *Aladdin* are rolling off the tongues of everyone this Christmas as the cash duly rolls in.

In the eyes of the software industry, as it applies the Super NES, Japanese console-genies Capcom are the focus of attention as they apply their skills to the interpretation of Aladdin into video-game. Not surprisingly, if a little disappointingly, the choice of approach to the title is that of a platform game. Capcom are more than adept in this area, proving their worth with titles such as Super Ghouls and Ghosts and Mickey's Magical Quest. It's an overcrowded market-place for sure - perhaps more so than that of Aladdin's home in Agrabah! So join us as we discern whether or not Capcom's Aladdin is indeed the *diamond in the rough* that its namesake suggests, and give you a bit of a players' guide into the bargain out of the goodness of our hearts. Who knows, if we keep this goodness up Tim Rice might even write a not-very-good song about us!



It's a typical tale of boy-meets-girl, boy starts hanging around with blue geezer, girl chuffs off with beardy bloke so boy runs off with chimp and lives happily ever after. I think.

▲ "I'm a big boy, look what I can do. I can wear big boy pants too"



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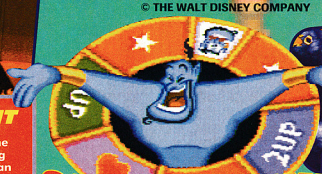
COMMENT

PAUL

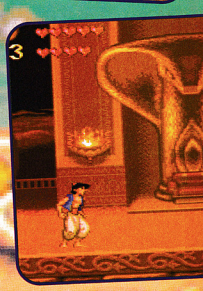
It's hard to imagine the Super NES handling better images than those displayed by this Disney/Capcom collaboration! In so far as standard character and backdrop design goes - ie shunning the extensive use of Mode 7 or any other specialist assistance - this is the most accomplished product seen on the Super NES since Super Ghouls and Ghosts and Castlevania IV. It's great to see Abu the monkey trailing behind Aladdin throughout the early stages of the game, especially since he moves so wonderfully. This and other such perfectionist traits are the mark of the Capcom artists, proving once again that they can deliver the most incredible visuals known to the video-game scene. Though tasks befalling Aladdin remain pretty much the same throughout the game a players attention is kept constantly involved with the action as Aladdin's feet barely touch the ground from start to finish of his adventure. Control over him is very precise and the stunts he performs are often quite breathtaking. Just like the movie Super NES Aladdin is a graphic marvel and an overwhelming experience - while it lasts. Yes, the road to the defeat of the evil Jafar is a short one but for once the sacrifice of long-term challenge over immediate impact is forgivable.



GENIAL GENIE

The charismatic genie of the movie makes guest appearances in the game too. His beguiling features beam from every corner within the magic lamp, where the big blue guy offers magical benefits when need be. At one stage Aladdin's progress is furthered when the genie conjures a stairway of bizarre platforms.

Should Aladdin discover and capture a magic scarab - a golden beetle-shaped trinket - he is transported to the genie's wheel of fortune game. Taken here at the end of the level Aladdin has the opportunity of gaining extra lives, credits or a heart container. He gets only one chance at spinning the wheel, however, regardless of his wishes for more. Miserable genie!



▲ Hello I've come to fix your door.

ONE STEP AHEAD

Seeing as Aladdin's motto is to remain 'one step ahead' of danger we honour his good sense with a few hints to help players succeed in getting the most from this spectacular title. Here are some pointers to all six levels of the game:

The Market Place:
Take care as Aladdin encounters the sizable, sword-bearing chap at the outskirts of the market. Attacks to the big guy's head are best timed to coincide with his sword swipes.

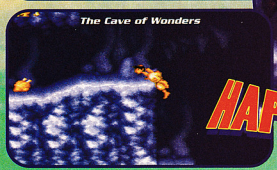
The Cave of Wonders:
The screen-shots here show a couple of items that are often missed should Aladdin's guide be half asleep.

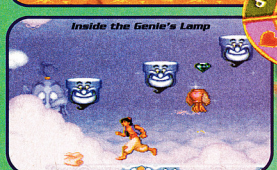
Escape from the Cave of Wonders:
For the short time Aladdin spends cooking in this area he hot-foots it to safety with careful timing used when crossing the lava pools.

Inside the Genie's Lamp:
Should Aladdin have lost his rug by this stage have him check the clouds at the bottom of the play area for a spare.

The Pyramid:
Here Aladdin finds that stepping on the heads of snakes reaps many rewards!

Jafar's Palace:
Have Aladdin dance on the swords thrown by the palace guards for bouncing high into the air retrieving goodies.





HAPPY LANDINGS

One exciting part of the movie - where Aladdin finds a rug and employs it as a parachute - makes its way into the game's proceedings as well. In many of the six stages a rug is stashed and is sometimes quite elusive. Once found it is used to prolong Aladdin's falls so that he can judge safe landing spots when falling from great heights. Handy or what?

COMMENT

TIM

Let's get one thing straight from the start: I'm not a big Disney fan. To me it's all talking teapots and fat old bears up the jungle and you can keep it. This puts me fairly and squarely in a tiny minority, but I suspect there are more than a few like-minded souls reading this. Therefore, what I'm going to do is comment on Aladdin *the game* without leaving my brain at home and getting all slushy about how gorgeous and wonderful everything is in Happyland. I can't comment on the film - I haven't seen it and don't intend to - but the game itself is, in the short term, rather excellent. Graphics are little short of stunning, with excellent animation, superb attention to detail and great effects. Initially that's what draws you into the game, but you soon discover how short-term the whole thing is. A great vast challenge this most certainly is not, and I can see most people completing the game in a few days. In short, it's much too easy. That said, diehard Disney fans will probably keep coming back again and again regardless, just to keep up that Ooo factor until the next cutesy wutesy cuddly wuddly coochy coo monsyspin movie arrives. If you're a Disney fan you should rush out and buy this game immediately, because it appeals directly to your tastes. However, if you're a Killer Console Convict From The Gates Of Hell I'd suggest looking elsewhere for your adrenalin-pumping thrills - because action and excitement this is not. I'm sure you get the general idea...

APPLES AND FLARES

For the most part Aladdin moves with all the dexterity and skill of Gene Kelly or Fred Astaire, but his speedy trail-blazing often causes accidents too! These are put to his advantage, of course, whereupon anything he upturns or cracks open – such as pitchers and chests – supply him with many useful items. Aladdin forgoes his healthy appetite for a time while he puts apples to more effective use by throwing them at his attackers. So what if they get bruised a little? Chests are often the most lucrative containers, though, as they are the source of bread and roast chicken – both of which replace lost energy – and even whole extra lives in the form of magic lamps.

STREET-RATROBATICS

Much of Aladdin's time is spent generally street ratting and escaping the attention of any would be captors. This often calls for some quick thinking and, more importantly, some impromptu acrobatics. As in the Disney movie, Aladdin's video-game exponent is one heck of a performer when keeping one step ahead:

Arab-Spring:
Aladdin performs this cool flik-flak manoeuvre when bounding over obstacles such as flag-poles and posts, rocky ledges and lamps.

Arab-Swing:
Not only can Aladdin sing his way out of a situation (just) but he successfully swings to safety by means of stalactites and bizarre balloons bearing the likeness of the jovial genie.

Slidey-Sling:
Much to the dismay of Agrabah's society of launderers, Aladdin takes to adapting washing lines into death-slides with the aid of whatever's left hanging there.

▲ Not unlike the view from the NMS offices.

PASS WORD
2
3
4
5
Hello cheats! Here's all of the passwords apart from level six. Now you can finish the game in an hour, just like Paul.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION			■	
CHALLENGE			■	
REFLEXES			■	
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR		■		

PRESENTATION 90

▲ The connections made with the film via story-board intermissions is very effective. Excellent use is made of the Genie character.

GRAPHICS 94

▲ It doesn't get much better than this – *honestly!* Vivid scenery comprises the seamless backdrops. Agrabah is spectacular as is the Cave of Wonders – check out the awesome parallax zoom here!

SOUND 91

▲ Brilliant, entertaining interpretations of the award-winning movie score. Marvellous!
(Hang about. Didn't Tim Rice do that?)

PLAYABILITY 82

▲ Aladdin's acrobatic style is so exciting as it really keeps players on the edge.

▼ Gameplay remains the same throughout. (Oh, come on. It's WAY TOO EASY!)

LASTABILITY 71

▲ As a thing of beauty Aladdin is worth keeping to hand.

▼ Accomplished gameplayers have this beat within a couple of days. The password system doesn't help!

OVERALL 81

It's beautiful both to play and to behold but the pleasure trip just ends too soon.
(You're all sacked, you big girl's blouses.)

USE YOUR HEAD THIS CHRISTMAS!

well...you asked for it but are you gonna get it?
Just cut out the pic, make sure your nearest and dearest brings it to us. They part with the money, you slam it in the machine - doddle!

Mystic Quest

Aladdin

Streetfighter II Turbo

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Plok!

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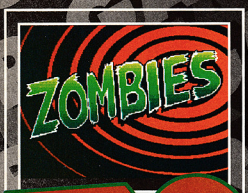


Got the guts to play video games but afraid to show 'em? Konami's Zombies don't have much of a choice, what with all their flesh rotting away so terribly. Yes it's a horrific sight but someone's gotta face it - namely two kids called Zeke and Julie. Oh - and, lest we forget, YOU! Now before everyone starts gibbering uncontrollably, take courage: the NMS player's guide is at hand. Is everyone ready? OK one last scream before setting out - AAAAAARGH! - and we're off...

ZOMBIES

AND HOW TO SURVIVE THEM, OR...

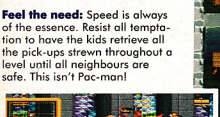
EXORCISE WITH NMS

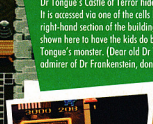
GROUND RULES

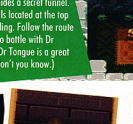
Rather than become possessed with providing too much unnecessary detail, here are some basic pointers to indicate a safe path through this waking nightmare:

Feel the need: Speed is always of the essence. Resist all temptation to have the kids retrieve all the pick-ups strewn throughout a level until all neighbours are safe. This isn't Pac-man!

Dr Tongue's Castle of Terror hides a secret tunnel. It is accessed via one of the cells located at the top right-hand section of the building. Follow the route shown here to have the kids do battle with Dr Tongue's monster. (Dear old Dr Tongue is a great admirer of Dr Frankenstein, don't you know.)







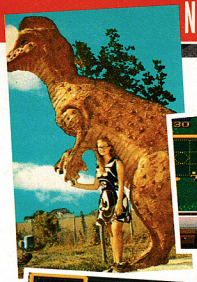
Razing the Undead: Rotten as they are - and often smelly - the neighbourhood nasties are only susceptible to damage from specific weapons. Though it's tempting to shell every ghost and ghoul with bazooka fire, experimentation reveals many ammo-saving surprises. Those described in the instruction booklet aren't necessarily the most effective. Try taking a weed-eater to mummies, for example. Zombies and Martians are just about the only ghouls tool enough to explode from any old assault to their fragile bodies. Ah, diddums!

Stairways: In many cases some neighbours are less vulnerable than others. The Inner-tuber may drink his lemonade in peace so long as there are no Swamp Monsters in the area. Likewise those neighbours locked behind closed doors are perfectly fine unless Lumberjacks are hacking at the wood work. Forsaking those neighbours who are under no immediate threat for the sake of others is an essential technique to master.

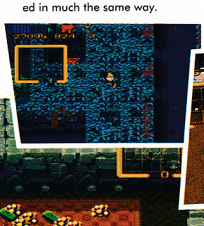
Explore: It's wise to have the kids take account of every nook and cranny once everybody is safe. There are definitely times when it makes more sense to get the kids the heck out, but the early levels are certainly worth a browse for all the goodies concealed.

All Fall Down: Alongside the obvious entrances and exits to rooms there are many less apparent portals which appear when subjected to some force. Holes in hedges are created by blasting them away with bazooka fire or resorting to the extreme

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222



violence of the Purple People Eater potion. Great gaping holes in the walls of houses are created in much the same way.



keys - only one half of the gates require opening to gain access, right?

HIDDEN TERROR

Some maladjusted individuals aren't satisfied with your common-or-graveyard hellish experience, hankering after more and more thrills to further scare themselves senseless. *Zombies* provides such crazies six opportunities to enjoy this macabre pastime in the form of bonus levels. The keys to reaching them exist within levels 1, 9, 12, 17, 22 and 33.

Bush Routes: The dawn of the dead, not surprisingly, sees the council hedge-cutters abandoning their work, leaving much of the town's ecological representation in disrepair. This makes it possible for Zeke and Julie to find shortcuts through the most dishevelled examples of greenery making the discovery of secret items or even the speedy rescue of some neighbours a mere breeze through the trees.

Key Cutting: Julie and Zeke's immediate reaction to a locked door is to go right ahead an open it. This isn't always necessary and is a waste of good keys! Some houses may already have doors open or even alternative entrances - like a collapsed wall - awaiting a more cautious explorer's attention. Dr Tongue's Castle gates are another example of when not to go wasting

Day of the Tentacle: A conspicuous looking hedge grows at the topmost area of *Zombie Panic*. Crashing through it with the aid of a bazooka reveals the bonus icon and the player is transported to *Day of the Tentacle*. A Red potion proves just as useful for this purpose but unfortunately neither potion nor bazooka are guaranteed an appearance in this level.

Mushroom Men: Once again it is the hedge hiding the secret, bonus icon. Show no mercy - have one of the kids blast the bush to all heck and retrieve the prize. At the close of *Toxic Terrors* the bonus level named *Mushroom Men* comes into view. Great players are offered the opportunity of a high *Weed Cutting* bonus here too.

B-O-N-U-S: Mars needs cheerleaders yet Earth needs them too, right! So don't let Zeke and Julie allow the kidnap of any in level 12, otherwise they miss out on a swell B-O-N-U-S S-P-R-E-E OPP-OR-TU-NI-TEEE!

Someplace Very Warm: Beyond the *Office of the Doomed* there is *Someplace Very Warm* - the bonus level where pools of lava give birth to bothersome fire-imps. The kids are required to work methodically here as stone monuments erupt from the ground preventing any retracing of steps. This is intended to block the collection of useful items.

Son of Dr Tongue: The very next time Dr Tongue's Castle of Doom is visited - and very unwelcome guests are made to feel too - there is the chance of capturing the evil inventor's son, but only after having the kids collect a bonus icon from somewhere in the sprawling residence first. There's just one more thing - a skeleton key is needed to unlock the door to the room in which the icon is kept! Basically the kids don't stand much of a hope when relying on passcodes as skeleton keys aren't common in this castle!

Curse of the Pharaohs: Somewhere within the catacombs of level 33 there's a tiny expanse of water. Floating here is the bonus icon needed to subject Zeke and/ or Julie to the *Curse of the Pharaohs*. It's better for the kids to have a bazooka handy so they may steal the 1-Up located in this area.

ZOMBIES

X(TRAS) CERTIFICATION

Bonuses are rewarded for all manner of diverse achievements in *Zombies*. Of course asserting the safety of every last neighbour always rates highly in the eyes of, well, the neighbours at least! However just take a look at this list to see what else earns Zeke and Julie some much needed appreciation for their toils:

No Bazooka:
The first time Zeke and Julie meet with the crazy Lumberjacks in *...Hedgemaze Mayhem* they are surrounded by privets. Being hemmed in like this seems like a cue for some extreme bazooka-abuse. It isn't! Rather than go artillery crazy persuade one or the other to gulp a red potion or two allowing the Purple People Eater to take over!

Weed Cutting:
Oh joy. Times spent weeding the garden at the instruction of parents are not wasted after all! Instead of the usual 50p errant gardeners are rewarded with a Weed Cutting bonus for outstanding performances in this area!

FINDERS CREEPERS

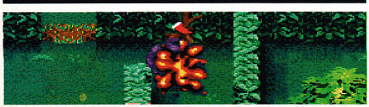
Jeepers! Look at that! Why it's a darling litle key. Is it for me? It is? Oh gee, you guys! Can I take it? Can I? Wow, golly, gee!

Dear Mom, Lately I'm finding these keys just about all over. They're really cool too! Would you like one forThanksgiving?

Massive Destruction:
Once transformed into the People Eater Zeke and/ or Julie are given license for some mass destruction. Should they cause enough damage bonus points in honour of their ferocity are awarded. Raagh!

ARF-ARF AIEEE!

Purely for novelty value, try pressing either the L or R button when the LucasArts logo is displayed on screen. Cool, eh?



Sassin' Rassin'...kid jumping in the...frassin' rassin'...pool...rasser frashin' rassin'...knows I can't stand...brassin' rassin'...WATER!

Look out Zeke, there's Zombies everywhere! No but wait...they've spied that green kid's ears! Looks like you're safe to grab that first-aid kit after all! **Ears! Ears! Ears! Ears! Ears...!**

NEXT MONTH...

...Dr Tongue tastes defeat!

GRAB YOUR NUTZ!

MR NUTZ

ocean

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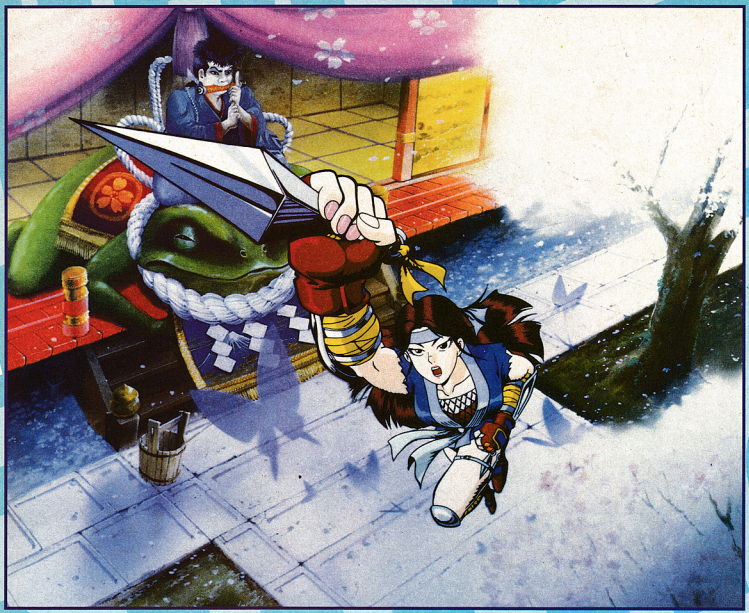

NHS NEXT MONTH

Have you ever stopped to consider just how much effort goes into this humble little square of your favourite Nintendo magazine. You haven't, have you? Well maybe you jolly well should. I mean, I'm expected to sit here and tell you what's top game we're going to pull apart in four weeks' time and we've only just recovered from this lot. Still, at least I'm not Paul Davies - which means I won't have to man the phones at 12 noon on Monday January 10 when we open up the NHS hotline on 071 972 6700 for ONE HOUR ONLY in which Paul will reveal the contents of Next Month's NHS and explain why this particular bit of the mag is such a pain to do. More top NMS tomfoolery. Whatever next?

FLASHBACK

Award-winning bestseller with Rotoscope graphics - 16 Meg Power delivers the ultimate in games animation.

"You won't believe your eyes." Paul Rand, editor of CVG.

16meg powered

Delphine

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REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** MINDSCAPE
- **PRICE:** 49.99
- **RELEASE:** JAN
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** HARD
- **CONTINUES:** PASSWORD
- **RESPONSIVENESS:** GREAT
- **1ST DAY SCORE:** COMPLETE FIRST TWO LEVELS
- **GAME ORIGIN:** All-new game starring that lovable fowl they call Alfred Chicken.

CONTROLS

- **HOW TO PLAY:** Guide Alfie through the puzzle-laden platform environs collecting balloons, killing mice and the like.

A	FIRE BIRDSEED
B	JUMP
X	NOWT
Y	FIRE BIRDSEED
L/R	L:NAFFINK
S	START: PAUSE SELECT: OH NO

Alfie, do you remember me? So sang sang the Sledge Sisters. Well, Alfie certainly remembers me, oh yes. I'm Greg Chicken, Alfred's best mate from school. I was with him when that talent scout from the agency spotted him and offered him his own Game Boy game. Of course, Game Boy titles are small stuff. I mean, if Hammering Harry can do it, anyone can do it, right? But Alfie was always special, and Game Boy lead to NES, and now all the way to the major league on the Super NES.

He hasn't forgotten his old pals, Alfie. No, he's still the same level-headed rooster he always was. Yeah, maybe he ran for parliament. But hey, that's just his sense of humour, right? Ok, so he had a manifesto entirely based on people giving him money and buying him drinks, and he made his mum drive him round in his campaign van or he's buy her roost and turn her out into the yard, but that's just youthful hi-jinks. And posing with that cheesy Page 3 model? Yeah, well Alfie always was one for the birds. So what if she was pig-ugly by chicken standards? Hey, I bet he was just doing it for fun.

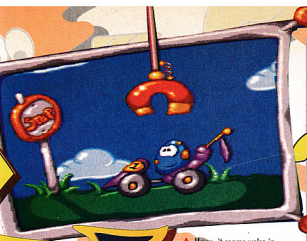
You know what he said to me the other day? "Greg," he said, "get off the damn 'phone, I'm expecting an important call from my financial advisor." Yeah, that's Alfred all right, never too busy to catch up with the word from the old neighbourhood...

COMMENT

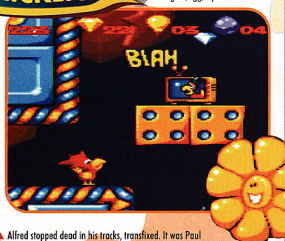
ANDY

Alfred Chicken might not be the most original game around but it is certainly one of the more enjoyable. Every aspect of the 8-bit Alfie games has been ported over and given just the right amount of Super NES treatment. Similarly, the challenge has been upped too, but not so much that it gets frustrating - if Alfie buys it, it's due to your ineptness and not unseen death pits teeming with baddies. In fact, I have rarely taken to a game as quickly as this, but I do, however, have a couple of gripes. Firstly, despite the size of the game, some of the levels look a bit samey - level six, for instance, looks like a speeded up version of level one. Secondly, the price - £49.99 anyone? Still, that's more to do with Nintendo's pricing policy. For your money, what you get is a classic platformer with an all-new challenge that's huge enough to justify the price tag. Well, almost.

▲ Get off the abacus feather-breath. We don't hold with your sort 'round these parts...



▲ Hmm, it seems we're in another one of those baffling magnet/egg/toy car situations.



▲ Alfred stopped dead in his tracks, transfixed. It was Paul and another one of his noted monologues on Gamesmaster.

COMMENT

RAD

I must admit that Alfred Chicken is one of my favourite Game Boy games, but I wasn't too sure how it'd translate to the Super NES. To my pleasant surprise, Mindscape have done a brilliant job. The backgrounds are far more varied and detailed, the graphics are pin-sharp and the use of colour is exceptional. Instead of converting the existing game design, Super NES Alfred has a whole new layout, and it's absolutely huge! There are more levels here than you would believe, and as they start getting tricky after about stage five it should take ages to beat the game. Alfred certainly isn't for everyone, thanks to it's more puzzly bias, although the platform action is tricky enough. But if you think you can handle a bit of cerebral stimulation in with your reflexology, Alfred Chicken is a game you should seriously have a look at.

DIE YOU CLUCKERS!

Alfred's abilities are pretty much unchanged in his new outing. He still jumps very high. Keep on pressing the jump button in the air and he'll flap his wings to slow his descent. Pull down whilst falling to go into a deadly beak dive, the only way to kill you enemies. And of course, pulling down whilst standing has Alfred peck at the ground, the only way of releasing those balloons. Mr Peckles is still around, hiding in most levels, but you no longer need to find him to get your claws on the coveted pellet-shooting ability. Simply grab any jam jar and birdseed-firing capabilities are yours until you decide to continue. Despite being very bouncy and prone to ricocheting off the floor, this missile attack is highly useful.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 89

▲ Great intermissions, options, titles etc etc.

GRAPHICS 81

▲ Brilliant use of colour and stupendous backgrounds. The sprites are lovely and cute.

▼ Sprites are a bit on the small side, though.

SOUND 86

▲ Brilliant re-work of the famous Alfred theme and cartoony-type effects.

PLAYABILITY 90

▲ Very smooth indeed, this is a lot faster than previous Alfred efforts, and much more taxing.

▼ Non-puzzle fans may find the going dull after fifteen stages or so.

LASTABILITY 88

▲ Huuuuge amount of levels and some rock puzzle/dexterity combinations make this one tough cookie.

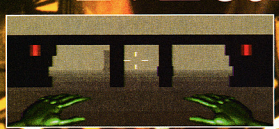
OVERALL 87

A great game, a really, really excellent game, but may not appeal to hardcore death fans.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

The Lawnmower Man



In case you don't know, and there's really no reason why you should, the idea behind Lawnmower Man is to stop Jobe (former nice guy turned psycho by the government) from taking over the main networking computer, which is linked to every state in America, thus saving the day. But it isn't that simple, with killer Monkeys, mad bikers and the Army to contend with along the way - hardly conducive to the harmonious completion of your task.

First and foremost: this game is very much for ardent fans of the movie. For others its sheer difficulty will ultimately prove frustrating. Lawnmower Man is your basic platform game with some nice touches to keep the interest up, but the problems arise with the frustrating difficulty level of the platform sections - which constitute most of the game. There are some decent perks to brighten things up, though: namely the VR sections. Guiding your character through a maze of walls at high speeds proves quite a laugh and the 3D shoot 'em up section is decent enough.

Choose between a man and woman - they're effectively the same- and tool up with a limited array of weapons. There's your standard laser, which can power up to a multiple, and powergun to unleash a mega blast. Hardly inspiring. Once again, this is nothing more nor less than a completely average platformer with a few nice touches and fans of the film will probably have some fun with the game.

CART SPEC

- BY: STORM
- PRICE: TBA
- RELEASE: TBA
- GAME TYPE: PLATFORM
- CART SIZE: 8 MEG

RATINGS

PRESENTATION — 85

▲ Nice digitised pics

▼ But little else to speak of.

GRAPHICS — 70

▼ Small and basic, hardly showing off the Super NES

SOUND — 74

▼ You can't turn it off.

PLAYABILITY — 80

▲ Plays quite well at first...

▼ Before the tedium starts to settle in.

LASTABILITY — 83

▲ Very challenging...

▼ But you may decide it's not worth the effort.

OVERALL — 80

Strictly for fans. If you've got a Lawnmower man poster on your wall you'd probably like this for your Super NES. If you haven't, you won't.

You can run but you can't hide.

So you wake up in a Seattle mortuary, your memory's gone and there's a bomb in your brain. All the answers are out there in the city.

Trouble is, you don't even know the questions. And no-one's going to help you, except into an early grave. OK, start running.

Available November '93.

"Shadowrun is big, challenging and fun. It makes a pleasant change to play a game that makes you think."

90% Nintendo Game Zone.

"There are many role playing games available for the Super NES but Shadowrun is one of the best that the machine has on offer."

90% NMS August '93

SUPER NINTENDO ENTERTAINMENT SYSTEM

Original Nintendo Seal of Quality

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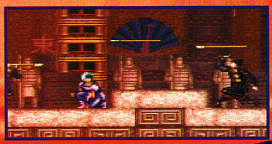
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

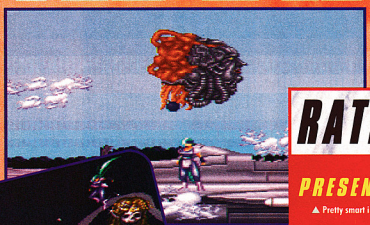


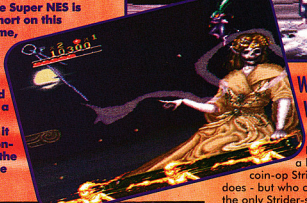
CART SPEC

- BY: IMAGINEER
- PRICE: TBA
- RELEASE: OUT NOW
- GAME TYPE: RACING
- CART SIZE: 8 MEG

RUN SABER

Run Saber. If every there was a name which completely and utterly summed up a game, this is it. The idea behind Run Saber simple in the extreme: RUN around the five levels killing anything that moves with your SABER. I suppose Saber Run would have done the job just as well, but Run Saber sort of rolls off the tongue that bit better. At any rate, you RUN with your SABER through a game which boasts nicely balanced gameplay and the added bonus of a two-player mode. Graphics do their job fairly well to convey the speed and urgency of the game, and your central character is a right hard little fella. Having said that, though, this is not the most difficult slice of slash 'em up action you're likely to find. Even on its hardest setting Run Saber provides nothing more than a fairly decent challenge which experienced gamers will soon conquer. That's a shame because the Super NES is seriously short on this style of game, and with appropriate tweaking Run Saber could have been a runaway winner. As it is, it's a front-runner in the ranks of the also-ran.





WHY STRIDE WHEN YOU CAN RUN?

Remind you just a little of the classic coin-op Strider? Of course it does - but who cares when this is the only Strider-style game you'll find on your Super NES. True, there are many sections which bear no relation whatsoever to the arcade game, but the whole package feels very Stridery and if you want our opinion that's a good thing. If you've been gagging to play this style of game on your Super NES, this is your best buy.

▲ The backing singers danced on, but just where was Michael Jackson?

RATINGS

PRESENTATION — 80

▲ Pretty smart intro.

GRAPHICS — 80

▼ Uninspired, but functional.

SOUND — 78

▼ Not brilliant. Does its job.

PLAYABILITY — 88

▲ Scores highly here. Nicely balanced, very playable and initially plenty of fun.

LASTABILITY — 82

▼ Sadly the game is a tad too easy. Just a tad, mind you.

OVERALL — 82

Pots of fun to be had here, provided you're willing to overcome a few minor shortcomings and the fact that it's a tad, just a tad, too easy.

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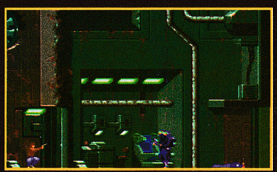
FLASH BACK



EAT RAY-GUN, FIEND!

As any good Alien-invasion-plan-thwarter knows, you need the right tools to thwart an alien invasion plan. Here are a few of the more essential items Conrad should come across on his journey, as recommended by the Usborne Guide to Alien Invasion Thwarting.

GUN

Loaded with standard anti-alien bullets, Conrad can not only take out a mutant from twenty paces with this trusty side-arm but can also pistol-whip his opponents at close range.

HOLOCUBE

The first item Conrad finds, this block contains a message from himself. Although completely useless it's necessary to pick it up because it rests on a vital touch-sensitive switch.

SHIELD BATTERY

Being a soft fleshy human being, Conrad is pretty susceptible to hard metal bullets. However, by charging up his shield at the various generators dotted around each level he can withstand up to five hits.

CARTRIDGE

When powered up at a generator, this cartridge can be used to extend laser-beam bridges, or more specifically, one vital laser-beam bridge on the first level.

ANTI GRAVITY BELT

The journey from the first level to the second is a massive drop from the jungle surface of Titan to the underground city. This is, of course, fatal to a soft-fleshy human - unless he has an anti-G belt. Available from the old man at the top of the chasm for only 500 credits and a rather essential buy.

SEAL OF QUALITY
Nintendo
MAGAZINE SYSTEM

MENT

Flashback arrives on the Super NES and it's every bit as good as it was on other systems. The graphics are fantastic, the sound's top-notch and the superb animated intermissions combine to produce a very polished game. You've got to play it just to appreciate how incredible the animation is. The main sprite moves so realistically it's unbelievable! The mix of exploration, puzzle-solving and gun-totting action is balanced just right. Although not quite as challenging as Prince of Persia, Flashback still matches it for sheer seat-of-the-pants gameplay and far surpasses it in terms of variety and addictiveness. Quite simply, this is one of the best games you could ever hope to play, so buy it the second you can!

TOM

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR				■

PRESENTATION — 92

▲ Superb cartoon intermissions interspersed the action. The whole game has a highly polished feel. There's a password system too.

GRAPHICS — 93

▲ Stylish, colourful backdrops and some of the most realistically animated sprites you're ever going to see!

SOUND — 90

▲ Once you start playing the game, it'll keep you hooked until the end. Very addictive, very playable, with plenty of variety in the action to keep you hooked until the end.

▼ Although highly responsive, the controls are a bit tricky to start with.

PLAYABILITY — 94

▲ The carefully graded difficulty level keeps the challenge high throughout the six massive levels.

▼ It's so good, you'll wish there was more.

LASTABILITY — 92

▲ The difficulty will keep you plugging away.

OVERALL — 92

It's highly original! It's very playable! It provides plenty of challenge and it's got fantastic graphics. It's one of the best video games you'll ever play!

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- BY: SONY
- PRICE: £49.99
- RELEASE: DEC
- GAME TYPE: PLATFORM
- CART SIZE: 16 MEG

GAME INFO

- PLAYERS: 1
- CONTROL: Joypad
- GAME DIFFICULTY: Medium
- CONTINUES: Password
- RESPONSIVENESS: Topper!
- 1ST DAY SCORE: 2nd level
- GAME ORIGIN: Flashback is an unofficial sequel to the animated extravaganza, Another World.

CONTROLS

- HOW TO PLAY: Guide Conrad through six hazard-filled levels. He runs, jumps, rolls, shoots, plants whips and pick up and use.

A	CHIBI (SEE REVIEW)
B	FIRE
X	ENERGY
Y	THROW BOMBS
L/R	L: NO FUNCTION R: THROWS YOUR PARTNER
S	START: STARTS/PAUSES SELECT: NO FUNCTION

Having trouble with sinister aliens? Do their dark, other-worldly agents assume human form in your neighbourhood? Have key members of your society had their brains eaten by bug-eyed crustaceans from planet Neptune? Yep, it's an all too common problem, but there is an answer– new Super Revealo Specs!

Just pop them over your eyes and hey presto, sinister alien agents revealed in their true forms. Comes in three different varieties– Interstellar Mollusc, Nosed-mouth Insectoid and now, all-new Man-eating Turnip. As seen on TV!

Take it from me, Conrad P Hart, superhero space secret-agent extraordinaire. I was so impressed I went into hiding and sent a copy of my brain to a friend. Of course, the aliens found me, tortured me to the brink of death and erased my memory, but I escaped to tell the tale. Now all I have to do is get back to Earth. So next time you uncover an evil Earth invasion plot, try new Revealo Specs. I think you'll like them. Ciao!

▲ Kevin realised, all too late, that this was not perhaps the best place to demonstrate his Cossack dancing technique to his mate.

COMMENT

ANDY

To be quite honest, I don't know why this has taken so long to reach the Nintendo - everyone else has been having it too good! Anyway, now that it's here we should be happy because this game is one of the most spectacular games around. Everything about it is highly polished. The graphics are beautifully detailed and the animation so-so smooth. The sound is fabbo with spine-chilling tunes and excellent effects. In terms of playability, Conrad responds so quickly and realistically that this is about the closest thing there is to an interactive sci-fi thriller. Once you've completed it, which is no mean feat, you'll surely return to it just for the pleasure of guiding your lifelike little agent around the place. I do, however, have one moan - as with Another World, much of the game relies on learning a set pattern of moves: duck here, shoot there etc. But at the end of the day this doesn't really detract from what is one of the best platform adventure blasters available and a real showpiece for your Super NES. Stirling stuff.

THEY LIVE!

One of the most impressive features of Flashback is the lifelike movement of the sprites. Using a technique called rotoscoping, real actors were actually filmed going through all the motions such as running, jumping and pulling out their guns. These frames of action were then used to create the realistic movement of the game's sprites. Of course, this is nothing new for Delphine, whose previous game, Another World, also featured this exceptional animation.

SECONDARY COMMUNICATION
If you get stuck
on level one
of Mystic Quest Legend,
use this secret weapon.

Nintendo

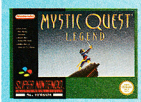
Enter the world of Mystic Quest Legend. An epic journey of adventure into the unknown. This is the very latest role-playing adventure game for the Super NES. If you're up to the challenge and you've got what it takes, let the battle commence.

Make your way down the Bone Dungeon and take your first steps to retrieving the four Crystals of the Earth from the Dark King – for it is written 'The one who possesses the Crystals of the Earth controls the world.' It is also written 'He who possesses the Strategy Guide will surely win.'

INTRIGUED?..... Lucky for you there's a free 80-page Mystic Quest Legend Strategy Guide to make your journey crystal clear, see Game Pak for details.

PACKAGING

Mystic Quest Legend



Free Strategy Guide

TERTIARY COMMUNICATION

Ninspiring
Ninfuriating
Nintendo

REVIEW

GAME BOY

bart

and the beanstalk

CART SPEC

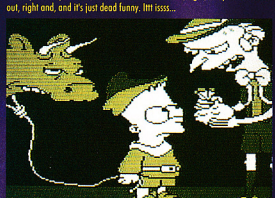
- **BY:** ACCLAIM
- **PRICE:** £25.99
- **RELEASE:** JANUARY
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG

It's about two years since the Simpsons ceased being fashionable, yet, with a steady frequency, we keep getting Simpsons games foisted upon us and the sad truth is that they've all been a bit disappointing, and, while this latest title tries to do something different with its large graphics, it follows in its predecessors footsteps. Have a look if you're a die-hard Simpsons fan but better platform action is plentiful. Try Speedy Gonzales, Kirby's Dream Land or even Escape from Camp Deadly.

After a string of distinctly average games across a multitude of formats Bart Simpson is back and this time he's bought his leguminous vegetable pal. It's a bit sad really, you see the succession of mediocre titles seems to have had an adverse effect on the poor lad. All his former mates have deserted him in favour of some new guys called Beavis and Butthead and no-one's buying his crap records anymore. So, sad and neglected, Bart starts hanging out with the new kid on the block - Keith T Beanstalk. Now Bart and Keith hit it off instantly, Bart having a zero IQ and Keith being, well, a real Beanstalk. But one, dark, day the Ministry for Badly Contrived Introductions come into town and whisk Keith away in order for Bart to have a purpose in this latest excuse for a Simpsons licence. Well, it's no more or less credible than the actual storyline for the game which involves something about Homer swapping his Bowling Trophy for some magic beans. Anyway, the upshot of whatever storyline you choose to believe is that Bart, armed only with his trusty catapult, climbs a giant beanstalk in search of his verdant pal/dad's bowling trophy and enters six levels of a magical kingdom where everything is ten times its normal size on his way to a showdown with a Homer-esque ogre who reigns in a suitably ominous castle. It's no simple matter to get to the castle though. Giant insects hinder his progress in early levels, whilst dodging arrows is the order of the day later on, and that's to say nothing of the problems he encounters when he finally meets the giant.

▲ Hey I'll tell you what, this bit's hilarious. Homer, right, he spits this bean out, right and, and it's just dead funny. Itttissss...

▲ It's a good job he didn't eat his shorts...



▲ It's one of those dreaded cow/sweets/weird guy in shorts moments...

▲ Bart and his insectoid pal sharing a few laffs over a couple of drinks.

▲ Bart waited in vain for an interesting caption to come along. It was a very long wait indeed.

RATINGS

PRESENTATION — 88

▲ Great intro screens tell the (real) story of the game.

GRAPHICS — 85

▲ Large graphics that move well enough.

SOUND — 75

▼ Fair to middling. Nowt special.

PLAYABILITY — 77

▲ Hey, it's not too easy and not too hard.

LASTABILITY — 75

▲ Six longish levels will keep you going for a while.

OVERALL — 76

Another mediocre Bart title that is raised slightly by better than average graphics. There are better platformers around.

No guts. No glory.

Have you got what it takes to roar into the sunset with the first motorcycle racing simulator to hit the Super Nintendo?

Race the international circuits with 2-player simultaneous split-screen action.

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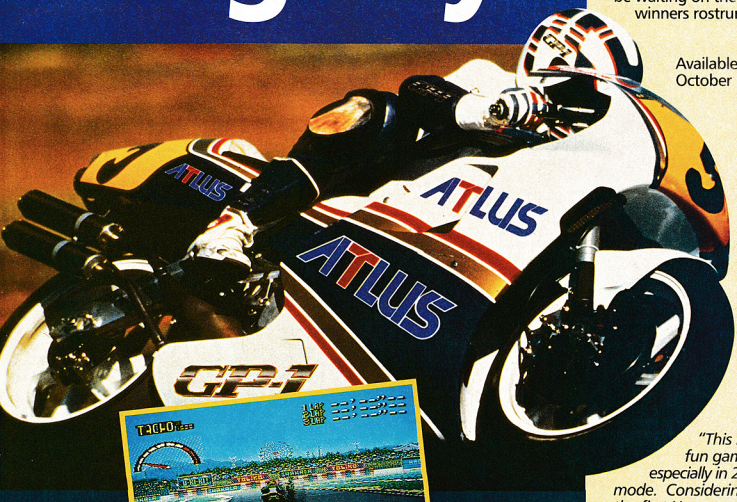
Available October 1993.



"This is a fun game especially in 2 player mode. Considering it's the first Hang-on style racer for the Super Nintendo it's worth checking out."

NMS September 1993.

GP-1

SUPER NINTENDO ENTERTAINMENT SYSTEM

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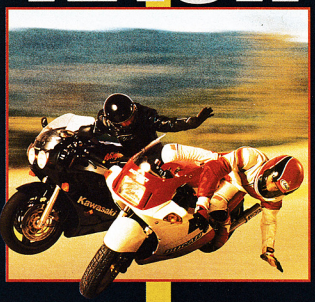

WHEN THE GOING GETS TOUGH... STAY ON YOUR WHEELS.

Ride out the punches and give out more than you take.
Just one blow in the right place will send your assailants spinning out of their saddles and skimming the tarmac at 150 mph!
Race against 14 of the most hostile bikers ever to hit the freeway.
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But that's not all... look out for the black & whites - those eagle-eyed cycle cops who'll haul you in for any highway violation... this race is illegal!

ocean

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REVIEW

Nintendo ENTERTAINMENT SYSTEM

Jimmy Connors

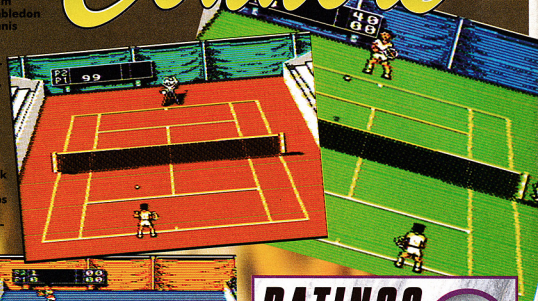
CART SPEC

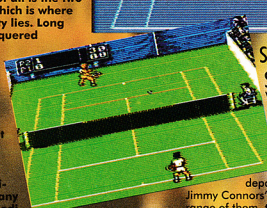
- BY: UBISOFT
- PRICE: TBA
- RELEASE: £24.99
- GAME TYPE: TENNIS
- CART SIZE: 8 MEG

Jimmy Connors is a remarkable man in many ways. Did you know, for instance, that he holds the record for the longest stay at the Number One spot in mens' tennis - 159 weeks! He also holds the mens' record for the most singles titles - he's got 109 of the chuffers. Add to that the fact he's won eight grandslam championships and that Tim watched him a couple of times at Wimbledon and you've surely got the greatest tennis champion ever!

Did you also know he's one of the most annoying tennis players in history and was insulting Umpires when John McEnroe was still in knee-socks? He must also be one of the spawniest because, years after his professional career has taken a nose-dive, French developers Ubisoft have revived the legend with this, his own tennis game for the noble NES.

Jimmy Connors Tennis doesn't think it's an NES game - it certainly doesn't play like one. The first thing that grabs your attention is the sheer speed: the players here around the court at lightning speeds they're really responsive too. Second to impress you is the range of shots available. Despite only having two buttons, just about every type of shot is available and they're a breeze to learn. Lastly, this is quite a big game for a small cart. There are 16 tournament finals in which to compete across the globe on a variety of court surfaces and three skill levels. But best of all is the two-player option, which is where the real lastability lies. Long after you've conquered the tournaments you'll return to this just to give your mate a sound thrashing - it's that playable. This is the closest thing there is to the marvellous Super Tennis for the NES and definitely worthy of any sports fan's immediate attention.





SHOOT YOUR SHOTS

With only two buttons, you might think this tennis game might be a bit short in the choice of shots department. Not so. Jimmy Connors' Tennis has a full range of them, thanks to clever combinations of button and Joypad presses. At a basic level, the player is equipped with either a hard or normal shot, but holding down the A or B buttons prior to taking a shot determines just how hard or soft that shot is whilst pressing UP or DOWN determines the angle. With a little practice you'll soon be pulling of the most grass-cutting slices or sky-high lobs!

RATINGS

PRESENTATION — 81

▲ There's plenty of it and it's all very clearly laid out.

GRAPHICS — 85

▲ Colourful - gaudy in places - but flicker-free and well-animated.

SOUND — 80

▲ Fairly average - all you'd expect for such a game on this machine.

PLAYABILITY — 92

▲ Very fast, very accurate and immediately playable. Great with two-players.

LASTABILITY — 90

▲ Three skill levels, loads of tournaments and a two-player option. You'll come back to it later for the odd match.

OVERALL — 91

A must-buy for all tennis fans. Need we say more?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** KONAMI
- **PRICE:** £49.99
- **RELEASE:** JANUARY
- **GAME TYPE:** ADVENTURE
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1 - 2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Passwords
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Defeat Otafu boss
- **GAME ORIGIN:** Based upon Konami's Goeman Warrior.

CONTROLS

- **HOW TO PLAY:** Take Kid Ying through the streets, hitting bandits. Then find the entrance to the platform section, where the boss awaits...

A ATTACK

B JUMP

X USE JUTSU

Y ATTACK

L/R L: NO FUNCTION
R: SWITCHES PARTNERS

S START: STARTS/PAUSES
SELECT: INVENTORY

Disaster has befallen the village of Horo-Horo, once a sunny haven of happy people. Soon it will become a locust-chewed, moth-eaten ghost town unless its two Ninja protectors can do something about it. Someone has kidnapped Horo-Horo's princess, whose mystical powers protected her people, and the village is doomed to a plague of locusts unless Dr Yang and his faithful companion Kid Ying can retrieve her!

The journey through ancient Japan isn't going to be easy, with hordes of brutal soldiers to deal with. If that's not enough, there are thieves, demons and ghosts to boot! There are ten levels of platforming and puzzle-solving action to undertake, each split into two tortuous sections which only the strongest of Ninjas can survive...

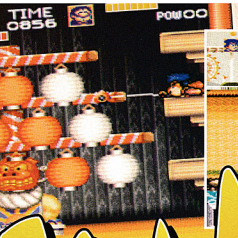
PART ONE: THE STREETS OF HORO-HORO

At the start of each stage, Kid Ying (and Dr Yang in two-player mode) find themselves in a maze of streets lined by shops and houses and patrolled by agents of evil. But if Ying and Yang whack the bad guys with their weapons, they vanish and leave behind bonus items, coins, scrolls and weapon-upgrade cats. While you're grabbing all these, it's worth bearing in mind that you're supposed to be finding the entrance to the second part of the level. For that you may need the help of some of the townsfolk who are to be found in their houses and offer cryptic clues as to what you should do next. You should also stock up on supplies at the shops. Food restores energy, but if you have collected enough cash you can buy speed-up shoes, armour and extra lives. In certain levels you also need to buy a specific, expensive object to get you through to the next part of the level.

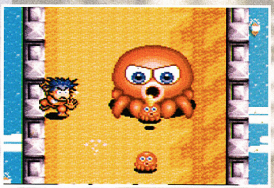
When money runs short try the gaming houses and risk your cash on different puzzles and games. If your energy is low and there's no food around you can also enter a sauna or a hotel for the night and when it's time for bed in the real world just enter the diary shop where you're given a lengthy password which gets you to the same position till next time you play.

▼G-g-ghosts arrive in downtown Horo-Horo! Only Kid Ying can kill what does not live!

▼Hooray! It's the lottery! And Kid Ying has won second and third prizes!



TICAL NINJA



YO-YOS AND TWEETERS

Kid Ying and Dr Yang both start the game with a couple of rather feeble weapons to see off their foes with. Although one whack usually does the trick, you really need something with a longer range. Pick up a magic cat and that longer range is yours. But beware, because one hit from a baddie makes your weapon wilt back to its former state and you need to find another pussy to perk it up again.

When there's no magic cat around, you can switch to your back-up throwing weapon, shurikens or coins. While these are super-useful, every shot drains your cash supply so if you're considering a major purchase in your life, it's worth thinking twice before switching to these.

THE NINJA'S COMPENDIUM

One of the best features of Legend of The Mystical Ninja is that it's like having loads of games in one. If your in town and you're running low on cash you can just drop into the nearest gaming house and gamble for some more.

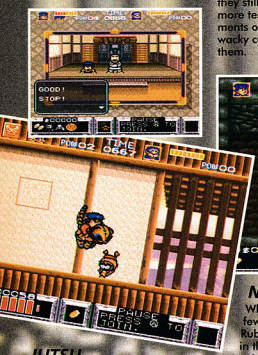
We're not just talking about one-armed bandits, here. There are games of chance, such as a higher-or-lower dice game and a horse racing game, but most are games of skill, such as high-speed mole-smashing, the quiz show and the 3D maze. Surprisingly, considering this game is set in Japan's middle ages, some of the gaming houses have even got a couple of coin-ops, so you can have a go at a game of Breakout or Air Hockey or even play a single-level of Gradius - honest!

COMMENT

ANDY

What Konami have been playing at keeping this title from us for so long is anyone's guess. But it's here now and it's great. What I particularly like about it is the mix of game-styles. Wandering around the villages clobbering baddies and collecting cash is a laugh enough, but there are a myriad more fun ways to spend your hard-earned, and, just when you think the platform levels are becoming dull, the whole whole situation gets turned on its head in the most unexpected ways. Mystical Ninja also sports some of the best and wierdest bosses I've seen. And all this from a game that's over two years old. Basically, if you haven't got this game, get it - it's still one of the best games there is for the Super NES. Let's just hope Konami are a bit quicker releasing Mystical Ninja 2 because, take it from us, it's a stunner!

REVIEW
SUPER NINTENDO ENTERTAINMENT SYSTEM



PART TWO: THE DEADLY PLATFORMS OF TERROR

The second part of each level is a platform stage which leads to the boss. Before you start on this bit it's stock up with food and weapons because once inside there's nowhere to stop and have a rest! These places are crawling with nasty creatures who are just as deadly as the ones in the towns, though they still yield to a good crack on the nut. Even more testing, though, are some of the arrangements of platforms which go through all sorts of wacky contortions just to keep you from jumping on them.

NINJA SECRETS

What's a game these days if it doesn't have a few secret rooms for the player to find. Rubbish, that's what. Of course, Konami aren't in the business of knocking out rubbish games, so Legend of the Mystical Ninja has quite a number of secrets to find. There are a few places where you can reveal a 100 coin bonus, but even better are the hidden doors which open when you whack a blank wall with your weapon. Inside you find a room full of treasure chests and pots surrounded by spikey rocks, and you need extra super-jump sandals to leap to the better protected prizes.

JUTSU POWER

When you find this pyjama-ed giant in one of the village houses he offers to teach you a mystical power which you can use in the second half of a level to call up the help of magical animals. Training for the skill costs though, and as well as placing a burden on your ninja wallet, it requires strenuous training which saps some of your energy. Still, as the Bard once put it, 'No Pain - No Gain.'

COMMENT

PAUL

I first played this game on import a couple of years ago and it was so good I can't understand why Konami have held up an official release until now. Why is it so good? Because there's just so much in it! With the two different types of level and all the little sub-games there are about TEN games in this cart, all of them tremendously enjoyable. And let's hear it for those sub-games, which are just as cleverly programmed and presented as the rest of the package. The mole-bashing game is brilliantly done and having a whole level of Gradius to play is a great idea. The way the main levels are constructed is equally clever and I was astounded when I came across the old inventor's palace, full of rotating columns and platforms and even rooms! The action is fast and furious, even in single player mode and even though this doesn't have a big licence behind it, Legend of the Mystical Ninja deserves your immediate attention!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY			■	
ACTION				■
CHALLENGE				■
REFLEXES				■
ORIGINALITY				■

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK				■
MONTH				■
YEAR			■	

PRESENTATION — 89

▲ Pleasant cut-scenes and generally good throughout the game.

▼ The password system is a bit laborious.

GRAPHICS — 92

▲ Great! Loads of weird and wonderful nasties and some of the effects are jaw-dropping!

SOUND — 90

▲ Jolly tunes with a Japanese flavour to them and smart effects.

PLAYABILITY — 93

▲ Tremendously enjoyable mixture of game styles. There's always a surprise waiting around the corner, so it's hard to put the joypad down.

LASTABILITY — 92

▲ Getting through the first few levels isn't too difficult but about two-thirds of the way through things get very tough.

OVERALL — 92

Another brilliant game from Konami! It's amazing that they've packed so much into the Mystical Ninja cart!

THE RAINBOW ENDS HERE!

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REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

CART SPEC

- **BY: JALECO**
- **PRICE: TBA**
- **RELEASE: TBA**
- **GAME TYPE: STRATEGY**
- **CART SIZE: 8 MEG**

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad/Mouse
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** Battery save
- **RESPONSIVENESS:** Slow
- **1ST DAY SCORE:** Master the practice game.
- **GAME ORIGIN:** Utopia owes a great deal to Powermonger, which owes a bit to Sim City. Both were god games.

CONTROLS

- **HOW TO PLAY:** Build and maintain a stable society, with an eye to expanding out of your initial site.

A SELECT ICON

B SELECT COMMAND BAR

X INCREASE NUMBER

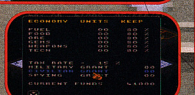
Y DECREASE NUMBER

L/R: L: VARIOUS SELECTS R: VARIOUS SELECTS

S START: STARTS/PAUSES SELECT: NO FUNCTION

Eventually the parking tickets, telephone bills and queues at the express checkout get you down (she had 13 items!). The only answer, if you're big enough to swallow it, is to move out and start society anew. Your society, with Your own parking place. Go West (life is peaceful there). Go West (in the open air). Unfortunately, the West is full of Theme Parks, analysts and 'caring' circles. If you're going to do it properly, it's got to be a new planet.

That's what Utopia is. Building a new and perfect society, by constructing areas which deal with all the essentials of life: food, air, light and big, big guns. Of course, there's another civilisation to obliterate and a few bolshy colonists to deal with, but there's no problem for the likes of you...



COMMENT

GUS

The brains behind Utopia probably thought it couldn't fail: more interaction than Sim City; more depth than Mega-Lo-Mania. So why do I prefer these other two to this? Well it all comes down to the fact that this isn't much fun. There's so much constructing to be done, which takes ages, with no speed-up option. Then when you're finally a huge power, the battle scenes are tiddly, unrewarding and leave you out of the action. I built the flippin' place, so I want to be cracking heads. Utopia is trying to be too much, making it more like a Sociology lesson than a video game. Technically a good effort, but let down by its lack of overall appeal.

THE ECONOMY, STUPID!

Building is all well and good, but eventually the books have to be balanced. A series of finance screens show your assets and expenditure, including trade surpluses. At the beginning of the game, a grant from the home planet subsidises early building.

QOL

QOL, or Quality of Life, is crucial. This percentage rating is constantly visible and changes with events like victories or attacks, overcrowding and crime. Finding ways to improve public opinion is essential, or you'll be booted out.

MOVE ON

The area the map screen reveals is increased when more Radar installations are built. Expanding will inevitably lead to conflicts with other tribes, but also reaps rewards like ore and fuel deposits. Using the spy facility is a good way of sussing an enemy before a full attack.

COFFIN DODGERS

This odd tribe is the colony staff, who are full of interesting facts like population density. They also deign to offer a few comments like: "Yer making a right pig's ear o' this one, mate." Well, actually they don't.

WITHIN THESE WALLS

The main task of the game is construction. There are about 25 structures to build, each with a specific purpose. Structures vary in size, cost and the time they take to build. They fall into some broad bandings:

ESSENTIALS

Basic services like food and power are essential. Hydroponic units sustain a certain number of colonists. Likewise, power, air and water must be provided. Other services, such as hospitals, come later. These must be expanded as the birth rate increases.

DEVELOPMENT

Labs, both for weapon and tech research, produce inventions which increase the Quality of Life and increase your efficiency. The more funding you give to these units, the faster they invent.

INDUSTRY

An umbrella of structures are involved in industry. Mines for fuel and ore obtain raw materials. Factories and workshops turn these into products. Products are used, or traded for cash.

DEFENCE

There are fixed defence systems, like gun turrets and missiles, which are semi-automatic, and also mobile tank and plane units, which advance on your enemy.

▲ Paul's secret house in Cartoonsville! Look, there's Kirby in the garden.

COMMENT

TIM

I remember playing this on the Amiga ages ago, right through to the end. I was completely hooked on the game, and chances are you will be too. This is a neat and tidy conversion which is difficult to fault on a technical level, having said that, there are many games of this type available now and Utopia doesn't fare brilliantly against them - although it certainly isn't blown away. Of all the god games, I found this one of the simplest to get into and, ultimately, one of the hardest to put down. It's not a game you'll be playing for months, you should finish it inside a week, but if you're like me you'll have a lot of fun in the process. A good game to start with if you're new to this type, but it can't be recommended for die-hard god game fans because Sim City and Powermonger still have the edge. Try and grab a look before parting with your dosh to check whether this is the right cartridge for you.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				■
ACTION				■
CHALLENGE				■
REFLEXES		■		
ORIGINALITY			■	

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				■
DAY				■
WEEK			■	
MONTH			■	
YEAR	■			

PRESENTATION 79

▲ The battery save is a wise feature, and the number of planets is good.

▼ The instructions are weighty, although in fact it's quite simple.

GRAPHICS 64

▼ Not good. They need to be clearer for this type of game.

SOUND 52

▼ A wad of endless wallpaper music.

PLAYABILITY 76

▲ Strategy fans will wallow for a while in the depth that Utopia offers.

▼ But it soon dries up.

LASTABILITY 71

▲ Lots of planets, and games are lengthy.

▼ Not very thrilling, so minor long-term appeal.

OVERALL 72

Too vague to be a wargame, too broad to be a God game, Utopia falls between two stools. A game which some go ape over and everybody else wonders why.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

CART SPEC

- **BY:** VIRGIN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RPG
- **CART SIZE:** 16 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** FRUSTRATING/EASY
- **CONTINUES:** PASSWORD
- **RESPONSIVENESS:** OKEY-KOKEY
- **1ST DAY SCORE:** NOT TELLING
- **GAME ORIGIN:** Young Merlin is an all-new character created by fantasy RPG specialists Westwood Studios.

CONTROLS

- **HOW TO PLAY:** Guide Merlin Jr through the hazard-ridden landscapes, collecting gems to complete the rainbow, learning spells, vanquishing foes etc..

A **NOTHING**

B **STARSHOT**

X **NOWT**

Y **MAGIC ITEM**

L/R **L: SELECT ITEM**
R: SELECT ITEM

S **START: PAUSE/SHOW PASSWORD**
SELECT: SHOW INVENTORY

It's not often that you take time to consider what it was famous mythological figures got up to when they were nippers. You know, before they got all starry and famous. This is exactly the premise of Virgin's latest RPG offering, Young Merlin. It tells how the boy Merlin awakes one morning to hear a drowning maiden's cries for help. Labouring under the false impression that he might be in with a chance of a snog, he sets off to rescue her. Foolish boy - he hasn't even got his 25 metres certificate yet. When he awakes, still slightly damp, from his own near death experience he finds himself in a land under threat from the sinister Shadow King. Naturally, it falls to our hero to valiantly, though some would say stupidly, take on the might of this evil sorcerer and return the land to its rightful inhabitants. Just the sort of thing any self-respecting adolescent would do, I'm sure. So off he trots, under your guidance, battling against the Shadow King's pesky minions and solving the numerous puzzles. If that's not enough, he even indulges in a spot of mine-carting too.

Developers Westwood Studios reckon that they developed Young Merlin for the younger player and have made it almost completely text-free, relying instead on graphic devices to tell the story. We'd better have a butcher's then...

MAGIC POCKETS

That Merlin kid must have big pockets. Either that or he's got rather thin legs. Mindless speculation aside, it's a modern-day marvel how much he manages to cram in there. Here's a breakdown of just a few of the magical items he has secreted about his person:

YOUNG MERLIN

BUBBLE BLOWER:
I mistook it for a magnifying glass at first, but blow bubbles it does - nice ones too. However, the Shadow King's 'meanies' don't look on them as favourably and run a mile whenever you blow one upon them. This comes in especially handy for those of you hoping to visit Pinedale.

MAGIC DUST:
This handy item is magic in two ways. Firstly, just a pinch flung in a foes face renders them frozen, enabling Merlin to get a few sneaky star shots in there first. Secondly, this little bag of dust is as capacious as merlin's pockets - the stuff never runs out!

BALLOON:
This is one of those helium-filled ones that you play around with for five minutes, then get bored and undo so's you can inhale the gas and make your voice go funny.That's not quite what happens when Merlin inhales his - he turns into a balloon himself and is able to float up to hitherto unreachable areas. Bear this in mind when mining.

COMMENT

Full marks to Virgin and Westwood for trying something a bit different. The result is an absolutely vast challenge which succeeds on many levels, but falls down in other areas. First of all, don't let the cutesy graphics put you off - this has got to be one of the most challenging titles seen in quite a while. At first glance everything looks incredibly simple, until you realise that there's an awful lot to be done and you're given very, very little help along the way. Merlin, looking exactly as you'd expect, is left to wander around the play area as you try to discover what you're supposed to be doing next. This is entirely deliberate, and when you actually manage to figure out the puzzles the reward is that much greater. However, some of the challenges are simply too tough, and can prove frustrating. To compensate, there's a great deal of humour in the game - mostly timed to arrive when you're least expecting it - and the game hangs together well as a good example of fiendish puzzledom. A good game for people prepared to put in the time and overcome the annoyingly difficult sections, and one which may well inspire other game developers to think bigger. Check it out and decide whether it's right for you.

IT'S A GEM

If, on his travels, the boy Merlin comes across colourful gems lying around, for gawd's sake don't pass them by. Instead, have YM pick 'em up and chuck them in the nearest special pond - you'd be surprised what benefits this apparently foolish act can reap. In the early stages Merlin receives such goodies as freezing powder and magical bubbles, while in later levels..well, we're not about to ruin that surprise. Don't try this one at home though...

BOTTLE JAR, JAR BOTTLE

Another one we wouldn't recommend you to try at home is drinking from your local pond - you never now what might happen. The same isn't true for Merlin, though. You see, in Merlin's time there was no such thing as acid rain and dogs weren't allowed to pooh in ponds so the water was a lot safer to drink and, far from giving you a nasty dose of the squits, this water has some very beneficial properties and is well worth collecting in Merlin's jars and saving for the proper occasion. Clear water restores Merlin's health after a nasty set-to, whilst Blue Water endows our diminutive hero with temporary invincibility.

GIS A KISS, FISH BREATH

Teenage lads, eh! Just out of childhood and all those hormones rushing around with nowhere to go. In other words - lock up your daughters! Or in this case lock up your mermaids - Young Merlin just can't get enough of 'em! This is more than amply demonstrated in the underwater stages where practically every sea cave houses a mermaid for the randy youngster to snog. It's a good job that they're obliging teenage mermaids, though. Merlin relies on their kisses, for without them his oxygen supply soon runs out and the hormonally-challenged lad suffocates. Not good.

COMMENT

ANDY

Grrr! Some parts of Young Merlin had me biting chunks of masonry out of the walls in sheer frustration. The puzzles involved are not in themselves complex but tend to be rather disjointed - often, just when you think you've completed a task, you find you've got to leg it back all the way to a particular point to chuck a gem in a pond to collect another item then go all the way back again. Ordinarily this isn't a bad thing, but with no text to tell the story and no map to refer to, it's not always clear what it is you're supposed to be doing and where to do it. However, the bulk of the game is pretty good and there are a lot of genuinely funny bits included. I especially liked the little "meanies" who roll over and fart at you, or bite your ankles when you're not looking. All things considered I enjoyed Young Merlin. It doesn't take itself too seriously and does try to include a few different play styles, with varying degrees of success. If you can grit your teeth through the annoying bits and are looking for something a bit original, give this a look.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION — 80

▲ Not the most interesting title screen ever created, but the in-game cut-screens are good.

GRAPHICS — 88

▲ Bright, clear, colourful and nicely animated too.

SOUND — 88

▲ The tunes are all pretty good and fit the action. Some of the sound effects are great, especially on the meanies.
▼ But the collision detection is a unforgiving and leaves no room for the inaccurate.

PLAYABILITY — 80

▲ Merlin responds well to all your commands. Some of the puzzles require a fair bit of detective (and leg) work...

LASTABILITY — 86

▲ The challenge itself is quite big...
▼ But the game can prove frustrating in places too. The password system doesn't save past some of the more angst-ridden bits.

OVERALL — 80

It's not quite up to Zelda standards, but well worth a look for younger fans of this game style.

COOL SPOT™

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COOL!

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INTERACTION MAILBAG

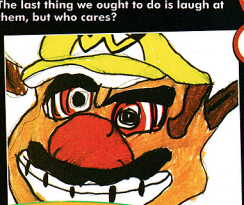
What's that hanging limply between SEAL's teeth? My God, it's too horrible! It's the lifeless corpse of the last reader whose tragically inept letter proved too bad to be true. Still, you shouldn't blame SEAL for this latest senseless killing - there are mitigating circumstances. You see, with all the low-grade correspondence he's had to stomach of late something has just snapped in his head and, well, the results speak for themselves - he's taken to the merciless slaughter of annoying readers. So tread carefully this month, and don't be too surprised if SEAL is more fractious than usual - he's got indigestion. Fire your letters in the general direction of: NO! NO! SEAL'S ARRRGHHHH AIIIEEE GURGLE BURP MAILBAG, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU and the chance of stardom on these very pages could be yours...

A splendid effort from Paul Barrow, unfortunate enough to live in Wetwang, N Humbershire. 'Nuff said.

NICE YOUNG MAN

Dear SEAL
I'm writing in to stick up for your mailbag from brainless twerps like Laurence Pereira, Peter Pan and Steven Moey who all wrote in in issue 14. All they seem to do is pick fault with NMS. Haven't they got anything better to do with their time, ie getting a life? If they think they're all so high and mighty let's see them produce a mag as good as this. There, that's my good deed of the year, keep up the good work, you funky Seal you.
Neil Rose, Bedford.

SEAL:Hmm. Have you noticed how people who write to this Mailbag with pointless and petty criticisms of NMS always have stupid names? It's commonly known in psychiatric circles that people with names that sound like you're taking a dump (Pereira, Moey etc) have an irresistable urge to blame somebody else for their misfortunes, hence letters like theirs. Imagine having the misfortune to have the surname Pan and be named Peter by your parents. The urge to run about in silly green tights waving an insignificant sword must be enormous. The last thing we ought to do is laugh at them, but who cares?



Jake Longley did this and Dave Kelsall's gone into a sulk because it's better than his cover...

DULLARD

Dear SEAL
Why the hell do you compare every bloody beat 'em up to SF2. SF2 is as good as Rival Turf, in other words a load of s**t. Why do you do more Super NES reviews than any of the the other magazines, and you are always slagging off the readers in Q&A and Mailbag. Like in issue 14 you said my gamesplaying was rubbish, yet I can get 283 lines on Tetris starting on level 0 on the Game Boy. Thanks for all the time and space. I'll see you in hell!
Scott Sharman, Haverhill, Suffolk.

SEAL:Not only are your insignificant playing skills laughable in the extreme, your command of the English language contains more holes than a tramp's underpants and makes any further communication unnecessary.

WIN!

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GRRR!

Dear SEAL

I thought I would put pencil to paper and say that I was buzzing in Argos in Catford and saw Mortal Kombat in the window. It had PG on it, ie Parental Guidance. A couple of weeks later I was buzzing in Currys in Croydon and I saw Mortal Kombat. I looked for the PG sticker but there was not one. But in issue 14 some person wrote in and said make two different copies of the same game and you replied it would never happen. So is it two different boxes but the same game? PS. Please don't diss me.

Daniel Dennis, London.

SEAL:Of course it is. If there were more than one version of Mortal Kombat available, don't you think we'd have made a big song and dance about the fact right here? If you want my opinion, this whole "Rating" malarkey is simply a sales gimmick designed to make games appear more like movies. But what's the point of that when they're already clearly better? Take my advice and completely ignore stickers on the front of game boxes, but make sure you read NMS to tell you about any "Special Editions" coming out. Check out this month's news for one such story...

KIRBY TOO EASY SHOCK CLAIM!

Dear SEAL

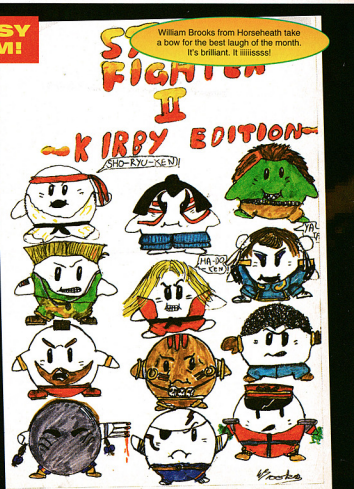
I am writing to complain about Kirby's dreamland on the Super NES on the Game Boy. Yes, the same Kirby that got 94%. I am really p*****d off. I have just wasted £21 on a highly recommended game. I got the game out and read the instructions and thought "yeah this sounds great, excellent sound, graphics etc". Then, to my horror, I had finished it within an hour and 43 minutes. I couldn't be bothered to get the extra game 'cos I was too annoyed. Surely Lastability must be the main factor of a review. I mean, I just got a £21 game that's just going to gather dust. Super Marioland 2 has more lasting challenge and it was only given 89%. Please mark a game down if it is this easy. Anyway, that's enough from me.

Dave Cousens

SEAL:I feel somewhat ill-equipped to deal with this one so I'll hand you over to the man who knows Kirby better than just about anybody else on the planet. Take it away Mr Paul Davies:

Hello Dave, Paul here. Listen right, if you think Kirby's no good you can just chuff off 'cos it is, iiiitt iiisss!

Thanks Paul. Well, I hope that's cleared things up for you.


William Brooks from Horseheath take a bow for the best laugh of the month. It's brilliant. It iiiiisss!
FIGHTER
II
KIRBY EDITION
SHO-RYU-KEN!!

INTER ACTION MAILBAG

CHUMPOSAURUS

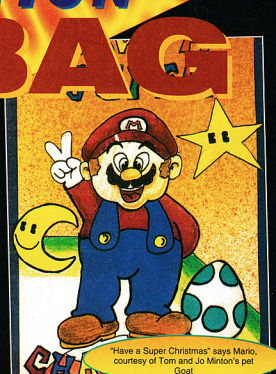
Dear SEAL
As a Velociraptor I find myself to write to you in complaint at the stereotyping me and my fellows have suddenly had to endure. When we agreed to star in that piece of Spielberg trash it was on the understanding that we would play a humanitarian role, coming on at the last minute to save the people on the island. But no. A twist in our contract meant we had to become cruel, vicious and nasty hunters, all of whom seemed to get incinerated by rifles, rockets and the like. Now, as the console version comes out, I once again find myself typecast as a savage.What's more, the whole object of the game is to go around blowing us away. Genocide, I say, Genocide! It's all clear now, I see. The plan was to frame us all for murder, then set the games players of the World onto us. Well I'm not having it, I'm off right now to the UN. Wait til they implement sanctions, that'll show you not to mess with us Raptors! Tee Hee!
Jim the Raptor, Bournemouth.

SEAL:You're no Velociraptor, you're just a little twerp attempting, somewhat pathetically, to ingratiate yourself with the good readers of this magazine. You've obviously made the entire thing up and have no knowledge whatsoever of the rigours of wildlife photography. Have you any idea what it's like when David Attenborough and his mates turn up unannounced on your ice flow and tell you to look all cuddly and nice for Life On Earth? Remember episode four, twelve minutes in, the thirteenth seal from the left? That was me. Now be off before I enforce a few sanctions of my own and extinct you prematurely...

LUCY, J'ACCUSE!

Dear SEAL
I am writing to you because I am concerned about an article written in the Sunday Post magazine, published October 3rd. This mag is free with the newspaper every month and in it there is a computer games page called Games Power written by Lucy Hickman. It has the obvious news and reviews section in it. My attention was drawn to the Games News Update with apparent scoops on new hardware and software. It had an article about Nintendo's Ultimate Games Machine, which you briefly covered in your October issue. The article is very similar to the one you wrote yourselves. I am not pointing the finger directly at the Sunday Post but am just a concerned reader of your mag.
Stuart Low, Montrose, Scotland.

SEAL:We've investigated your allegations and Ms Hickman has confessed to everything. EMAP's lawyers are recently served a writ confiscating her personal fortune and freezing her assets. Thanks to you her life is in ruins, and we've passed on your details because Lucy is now planning to pay you a special visit...



"Have a Super Christmas" says Mario, courtesy of Tom and Jo Minton's pet Goat

ARRGH!

Dear SEAL
I am writing to complain about the recent ads for your oh-so-sad NMS T-Shirt ads. For starters let's take a look at Rad. He's smiling rather happily and showing us his finger. Maybe he's remembering where he's just had it - it does seem to have a certain brown tinge to it. Next to him is baboon boy. Don't they allow razors in the mental institute? There he is with his eyes closed, I'd probably have my eyes closed too if I was standing next to Rad. The other sad git I can't even see properly, for which I should be probably praising God at this very moment. As for the T-Shirt itself, all I would use it for is to wipe my bottom and I wouldn't pay £6.99 for toilet paper.
Damien Thewlis, Huddersield.

SEAL:Ah ha! If you think you can catch us out, laddy, you've got another think coming. Are you not the same Damien Lewis from Huddersfield who ordered one dozen NMS T-shirts from us not two months ago, only to have your cheque returned because we don't want hygenically unsound types soiling our T-shirts and spoiling our image? Your sad and twisted attempts at "revenge" will get you nowhere, so get yourself a disinfectant bath and we may reconsider.

Ooerr! That last letter was too much and SEAL's starting to complain about a dull-but-incessant pain behind his eyes and blinding red mists again. But if you've a few calming thoughts you'd like to share with our unstable, fish-smelling chum, feel free to send 'em in to O SEAL, LET MY WORDS OF WISDOM SOOTHE YOUR TROUBLED BROW YOU MAD GET, SEAL'S MAILBAG! NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Who knows, he might even be nice to you...

Gary Yay, from Hythe in Kent, thinks he's funny. Actually, believe it or not, so do we...

Q+A READER SYSTEM

Well, we're stunned! No, really. Since last month when I requested that answer-hungry Q&Asters restrict their curiosity to two or three INTERESTING questions, we've been inundated with just that! Gone are the brain-dead enquiries about the colour Game Boy, gone are the redundant queries about gore cheats for Mortal Kombat and instead we've had intelligent letters by the bucketload! To celebrate this breakthrough, this month's Q&A includes some of the most detailed and essential information you'll find anywhere. Hurrah for common sense! Hooray for intelligence! Yowser for a letters section that's now fun to answer! Whatever you do, don't stop now! Keep those worthwhile questions flooding in to: CRIKEY! EVEN EINSTEIN COULDN'T ANSWER THIS ONE BUT YOU NMS HEROES KNOW EVERYTHING AFTER ALL SO HERE GOES..., Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.

KIWIS

Dear Q&A

Please could you answer these questions for me?
1. Is Mortal Kombat coming out on the NES. If so when?
2. Is Super Mario Kart coming out for the NES?
3. Will Empire Strikes Back be coming out, and when?
4. And Super SF2?
5. What is the best beat 'em up on the NES
6. What is the best adventure on the NES
7. How long will will NMS keep on going as I really enjoy reading it.

Nathan Fraser, Luton

1, 2 and 4. There are no plans whatsoever to release Mortal Kombat, Super Mario Kart or Super SF2 for the machine. Sorry.
3. Empire Strikes Back has been out for yonks so go forth and seek it out.
5. Probably Double Dragon 2, although Mighty Final Fight is quite good too.
6. You still can't whack either of the Zelda titles.
7. NMS go on forever. Forever, you hear!

NECTARINES

Dear Q&A,

1. In Mortal Kombat for the SNES is there any speech?
2. Have Acclaim put any gore into the game?
3. Is there going to be a Mortal Kombat 2 for the SNES?
4. Is Street Fighter 3 going to come out for the SNES.

M.A. London.

1. Yep. Quite a bit, and dead good.
2. Absolutely for the last time ever: NO! HAVE YOU LOT GOT THE MESSAGE NOW??!!
4. The arcade game hasn't even been written yet! If you mean Super Streetfighter, it should be out in June next year.

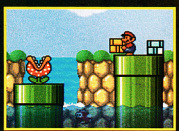
AVOCADO PEARS

Dear Q&A

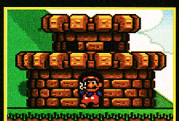
1. How much will Super Mario All-Stars cost on it's official release?
2. Is Ghouls 'N' Ghosts better than Castlevania, if so why?
3. What percent did Top Gear get?
4. Is Turbo on the SNES better than the Megadrive version?

James Murphy, Somewhereville.

1. It's out now, you turkey. Walk into any shop and they'll tell you. Ask nicely and they might even sell you a copy.
2. Better graphics, better gameplay and a deeper challenge.
3. 91 of those little entities we proudly call per cent. Heard of the Index, have you?
4. Indeed. It's faster and smoother.



▼ Hello, Paul's not in at the moment I'm afraid.



BRAZIL NUTS

Dear Q&A,

Please print this letter because I would like to know the answers to these questions:
1. My mate thinks SF2 is rubbish. Please put straight.
2. Is NHLPA any good?
3. Is Cybernator better then Probotecter?
4. Is Super Ghouls 'N' Ghosts better than the Lost Vikings?
5. What is the best sports game on the SNES?

Chris Gauld, Chelmsford.

1. Your mate is a jerk.
2. It's alright.
3. Nope. About the same.
4. Yep.
5. Believe it or not, it's still Super Tennis. Striker comes second.

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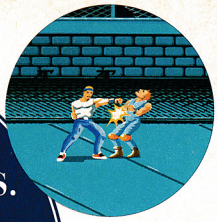

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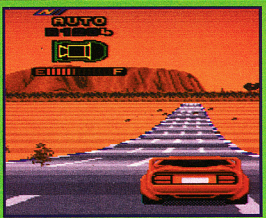
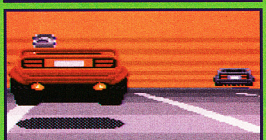
MANDARIN

Dear Q&A.
You are my last hope. Please answer this question or I think I will die. What's the best football game to get on the Super NES? Please please please please answer this (I think I'm having a seizure).
James Hawthorn.

A

You wouldn't believe the amount of calls and letters we've been getting from people who are having nightmares over choosing the best footy game for their machines. So, in a brave and unprecedented move, NMS has decided to take the worry out of choosing and reveal our faves - not just for the Super NES but for each system. (Told you this month was going to be good).
The Super NES is perhaps the most tricky machine to make a choice for - just about every software house has either brought out a footy title or is planning one for next year. But, for our money, Striker is still the best with Sensible running a very close second. Special mention must be made of Kevin Keegan's Player Manager which scores very highly in the strategy stakes and has a full working copy of Kick Off in it too - and that can't be bad. Unfortunately, for the other two formats choosing the best game is more a matter of selecting the best from a pretty mediocre bunch. However, choose we must, so, for the NES we recommend Kick Off (although it's not great) and for the Game Boy it's either Kick Off (great) or the forthcoming Sensible (not quite so great). So there you go. No, really, thanks aren't necessary. Oh, go on then...





Blanka is not afraid to show just what he thinks of Bhavin's thick questions. Note how he's showing his bum!!!

HONEYDEW MELONS

Dear Q&A
I have just bought a Super NES (smart aren't I) so please could you answer my quick questions:
1. Is Top Gear better than Top Gear 2?
2. When will you be reviewing or previewing Fatal Fury 2 and Art of Fighting?
3. I am a SF2 fan. I have the original SF2 and was wondering if I should get Turbo?
4. What is the best platform game on the SNES?
Bhavin Patel

A

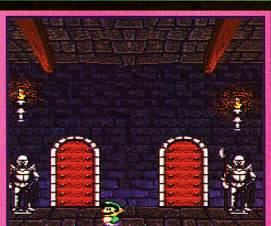
These are easy ones aren't they.
1. Yes, by a long, long chalk.
2. We've already reviewed Art of Fighting in the last issue. You shouldn't have to wait long for Fatal Fury 2.
3. THICK QUESTION ALERT! TAKE COVER! For the last time, YES!!!
4. Super Mario All Stars is the best value with the brilliant. Get them both to be on the safe side. Tiny Toons is brilliant as well.

COCONUTS

Dear Q&A
Last month you didn't answer my questions, so could you answer these please?
1. Are Contra 3 and Contra Spirits the same game?
2. Out of these two games which would you purchase: Mario is Missing or Mario Kart?
3. My friend's brother thinks that the Megadrive is better than the SNES, what do you think.
4. What will be the next FX game.
5. Which do you prefer: Mario All-Stars or Mario is Missing.
6. If you choose any game out of the shops what would you buy?
Matthew Whitchurch

A

1. One and the same.
2. Mario Kart - buy it now.
3. I think he's educationally subnormal.
4. Next from Nintendo will probably be FX Trax, although Power Slide from Elite may just beat them to it.
5. All-Stars by about ten thousand miles.
6. What a completely brilliant question. It's got to be one of the best we've been asked, so we've chucked it around the office and had a massive row - Claire's still crying, Andy's gone into a sulk and Dave's laughing his head off. The upshot of all the office infighting, backstabbing and bad blood that you've caused is a split decision between, wait for it, Mario All-Stars and Mario Kart - with Kart just getting the edge because it's the game which STILL sits permanently in the office Super NES and gets played the most after hours. Turbo's close up, with Turtles Tournament Fighter and R-Type III catching up fast.



Paul is hiding behind one of these doors! Can you guess which one?

Oh look, Mario AGAIN!

Q+A

READER SYSTEM

DRIED DATES

Dear Q&A

I have one or two questions which need to be answered, oh great gurus of gaming that you are:
1. You gave Lamborghini American Challenge 64% and another magazine gave it 91%, there is never normally this much difference and I was going to get it for Chrimbo. I'm not so sure now.
2. Are there going to be any good games coming out for the Super Nintendo Scope?
3. What is so good about SF2 and Starwing?
4. Are there going to be any good FREE gifts soon?
5. What are your favourite colour smarties?
6. Can I get hold of issue 13?
Mark Bunny, Cloudsville

A

1. DO NOT waste your money on this cack title. It's utter pants and the sad types who scored it highly should be ashamed of themselves because they obviously don't know Jack about games.
2. Terminator 2 the Arcade game is fine conversion of its Arcade daddy. Also coming up is Battleclash 2, but I wouldn't hold your breath.
3. SF2 is great because it's got an almost limitless combination of possibilities and a completely open-ended learning curve. However good you get, you'll always find someone better. StarWing is great because it's the first true 3D action game on the Super NES and finally shows what the machine is capable of - with a bit of a boost from the SFX chip.
4. We're giving away a cooking guide in March and Delia Smith Limit Edition apron the following month. Was that a thick question? Yea, methinks.
5. Red, the ones that got withdrawn because the colouring made you go hyperactive or something. Smart!
6. Did you write this letter or did you get your mummy to do it? Get your mummy to read the Editorial and she will find that you can order back issues. Get mummy to phone the number and those nice men will send you one.

SULTANAS

Dear Q&A

Please print are letter or we'll blow your head off and chop you up into a million pieces burn you in acid.
1. In issue 19 of Mean Machines you said that Turtles 4 will be a straight conversion of the Arcade but it's not, why.
2. In issue 23 why did you give Turtles 4 80% when it's worth 92%.
3. Why don't you like the Spectrum?
4. When is SF2 Turbo is coming out?
5. How much is it?
6. There's a thick kid in our street called Ryan Golding who thinks there is a code for Tiny Toons that let's you be Babs. Can you put him straight?
From "SAD" Richard Martin And "DIM" Alan Cilley.

A

1. On a global scale, is it really THAT important? Has the world stopped turning? The moon disappeared? Is the new Ice Age upon us? Was your letter worth the stamp?
2. It's not looking good in the Stamp Value Stakes...
3. And you sent it first class as well.
4. Still, at last the GPO is 25p richer.
5. And you're 25p poorer.
6. If he's a friend of yours, it's best not to bother.

▲ Hey, I've been to 'Vegas and I didn't see any 'ninnin halls'. We're being misled!

BANANA

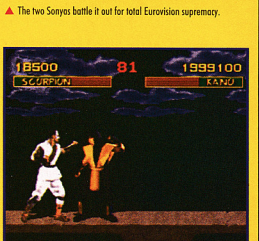
Dear Q&A

My friend at school told me there was a secret Red Ninja on Mortal Kombat. Of course I didn't believe him, but that night I played Mortal Kombat. I had chosen Johnny Kage because he is the best and was astonished when a Red Ninja jumped from the top of the screen laughing. When he was still, a message appeared: "Find me where the centre statue has many reaches." Later on in the mirror match I beat Johnny in the centre circle of the warrior shrine and the Red Ninja appeared from nowhere and challenged me. After a severe case of butt-kicking I went to school and told my friend, Sanjev, who told me he had sent off for an American mag that had a picture of it. I've not seen this Red Ninja since he beat me. I'm completely baffled. Acclaim told me there was no such thing as a Red Ninja, but the day after they told my friend there was but you could not fight him. They said 'Ermac' represents the blood/gore on the Super NES. I beat him in round 2 and in round 3 there was blood instead of sweat.
Paul Davies, Sanjev Bagha, South Croydon, Surrey

A

Hmm. The picture included with this letter did seem to show a Red Ninja called Ermac, albeit in a very blurred manner. So, to ascertain the truth, we phoned our top contacts deep within Acclaim's underground development bunker and they told us that Ermac appears only in the arcade machine. So it looks like someone must have dropped something in your coffee or you're trying to pull a fast one, sonny. Consider yourself well and truly caught out. Begone, and never darken our Q&A again...

▲ The two Sonyas battle it out for total Eurovision supremacy.



Wolfenstein 3D

"TECHNICALLY IT SPITS OVER TIME 3D SECTIONS OF JURASSIC PARK"
Deniz Ahmett
Computer + Video Games
Dec 93

"IT'S A BIG GAME AND A SOLID CONVERSION OF THE PC"
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"OOZES ATMOSPHERE AND LOTS OF BLOOD"
Chris Buxton
TOTAL MAGAZINE
Jan 94

A MASTERPIECE IN SEARCH AND DESTROY.

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SUPER NINTENDO ENTERTAINMENT SYSTEM

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Nintendo®

Customer announcement. Customer announcement. The management of Nintendo Magazine System would like to advise our clients of the Special Offer currently available in the Nindex section of this publication. For a limited period only, the first persons who spots the word "SCHRONK" in this month's Nindex will be the lucky recipient of a free game for their machine. Kindly make your way to the Nindex section below to take advantage of this promotion. Thank you.

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

AERO THE ACROBAT
This only platform game so far to feature a bungee jumping level. A new platform star is born.
OVERALL:86%

ALI-JAPAN WRESTLING
A sour fart in the element of wrestling games. Or summink.
OVERALL:37%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

AMERICAN GLADIATORS
The flossing pigeon bag of dog poo on the doorstep of arm, gladiator-type games.
OVERALL:53%

AQUATIC GAMES
Limited and stupid "sports" package. Crap.
OVERALL:49%

ART OF FIGHTING
100-meg cart shrunk to just 16-shock. Game actually pretty darned fine too, bigger should!!
OVERALL:89%

ASTERIX
Lack of variety lets down otherwise spiffing platformer shock.
OVERALL:73%

BALLZ 3D
Great graphics, shame about the shallow and frustrating gameplay.
OVERALL:49%

BLUES BROTHERS
Badly programmed platform shocrade. Avoid like the wind, my friends. How do you spell duo, dioid, dzodo? Oh, maybe later...
OVERALL:47%

BOMBERMAN
SEAL OF QUALITY
Brilliant four-player action and thoroughly NMG-recommended.
OVERALL:93%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

BRETT HULL ICE HOCKEY
Great in two or, better still, four-player but, like most sports games, less fun for the solo gamer.
OVERALL:80%

BUBSY THE BOBCAT
Don't believe the hype, as Public Enemy might say.
OVERALL:77%

CALIFORNIA GAMES 2
Totally sacrilegious, destroys the reputation of the Cali Games phenomenon, or, dudes!
OVERALL:39%

CHAMPIONSHIP POOL
A great representation of the sport of pool, but more fun to play on a big table - and cheaper too!
OVERALL:81%

CHESTER CHEETAH - TOO COOL TO POOL
Insipid pile of old trousers in platform guise.
OVERALL:49%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

CLAYMATES
Great-looking platformer which tells short of the smart mark by being too frustrating.
OVERALL:64%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:32%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

COOL SPOT
Playable platformer somewhat short in the originality station, but who cares, it's still enjoyable.
OVERALL:80%

CRASH DUMMIES
Uninspired stuff that makes nothing of its potential.
OVERALL:63%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top price/in buy.
OVERALL:92%

DAFFY DUCK
Mildly amusing platformer that gets pretty good later on.
OVERALL:82%

DESERT STRIKE
Honest twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:85%

DEVIL'S COURSE GOLF
This is absolutely awful, it really is.
OVERALL:29%

DYO
Sheer year organism through the trials of evolution in this gaming equivalent of watching paint dry.
OVERALL:22%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less fulfling than in the sequel.
OVERALL:62%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

F-1 POLE POSITION
Speedy two-player Grand prix racer with controls that require plenty of practice.
OVERALL:72%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FINAL FIGHT 2
Tragic waste of effort.
OVERALL:58%

FIRST SAMURAI
Stubby Amiga port-across. Avoid like the dentist.
OVERALL:62%

FIREPOWER 2000
Well programmed but pretty dull shoot 'em up. Look at Axelay et al first.
OVERALL:77%

FLYING HERO
Average catsy shoot 'em up. Andy still likes it, sadly.
OVERALL:64%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:96%

GHOUL PATROL
Simplistic platform adventure for mango maniacs only.
OVERALL:72%

G-LOC
Challenging and pretty original, but clumsy controls and total Super NES copabilition bypass.
OVERALL:80%

GOOF TROOP
A highly-polished puzzle game from Capcom which suffers, but only slightly, from being a bit easy.
OVERALL:81%

GP-1
Dire, uncontrollable and unrealistic "race sim."
OVERALL:29%

GUNFORCE
Skewed game over, and ridiculously easy to beat. One to not buy at any cost.
OVERALL:62%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:79%

JAKI CRUSH
Minor gameplay amnesiacs mare this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:75%

JURASSIC PARK
Smart ideas that just fail to be fully realised. Not bad though.
OVERALL:77%

KAWASAKI CARIBBEAN CHALLENGE
Hideous and shallow monstrosity.
OVERALL:34%

KEVIN KEEGAN'S PLAYER MANAGER
The only footy management sim on the Super NES. Features Super Kick Off too so it can't be bad!
OVERALL:82%

KI KI KAIAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LAMBORGHINI AC
If skidding around the States is your bag, check this out. On the other hand, don't.
OVERALL:69%

LEMMINGS
SEAL OF QUALITY
Fabuloi puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this psychedelphone is really rather good.
OVERALL:88%

MARIO ALL-STARS
SEAL OF QUALITY
It's amazing. It kills. It illilitis.
OVERALL:95%

MARIO AND WARIO
Average mouse game featuring Mario with a bucket on his head.
OVERALL:64%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:45%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:72%

MASTERMIND
Just an it's Japanese and mango-esque don't mean it's any good, and this ain't.
OVERALL:58%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

METAL MARINES
Excellent bite-sized strategy game. A good intro to the genre for first-timers.
OVERALL:85%

MIGHTY AND MAGIC 2
RPG that's a little on the large side, also it's a little on the uninspired side, sadly.
OVERALL:63%

MISTER BUTE
SEAL OF QUALITY
Cute and cuddly platform game that you'd be "Mute" to miss. (Sorry)
OVERALL:90%

MONOPOLY
Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL:36%

MORTAL KOMBAT
SEAL OF QUALITY
Fantastic conversion of the arcade original.
OVERALL:91%

OH THE BALL
A fast and furious energetic puzzle game spoilt by its complete easiness.
OVERALL:62%

PAPERBOY II
Wobbly controls, skimmel graphics and almost no gameplay. What a waste.
OVERALL:61%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:89%

PLOK
Cute and chunky platform star. Slightly above average game.
OVERALL:81%

PRETTY SOLDIER SAILOR MOON
Pretty stagnant rancid prune.
OVERALL:22%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:79%

Q*BERT III
Odd controls and lowly backgrounds but loses its appeal after a couple of days.
OVERALL:59%

RANMA 1/2 II
Excellent two player beat 'em up not even worth a glance in one-player mode.
OVERALL:77%

RIVAL TURF
A poor mate's Final Fight. Not enough action, variety or playability.
OVERALL:59%

ROCK AND ROLL RACING
Interplay's pretender to the Mario Kart crown just falls short of true greatness. Definitely worth a go though.
OVERALL:88%

ROCKY RODENT
Slow-moving and ultimately dull platformer.
OVERALL:59%

SD WARRIOR 2
Shocking, bland and tedious to name but three of its good points.
OVERALL:35%

SEVENTH SAGA
Fairly run-of-the-mill RPG with some interesting bits docked in.
OVERALL:76%

SHADOWRUN
SEAL OF QUALITY
Simply incredible futuristic RPG. Buy it now.
OVERALL:99%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all thinking-town planners.
OVERALL:82%

SMASHBALL
Surprise office hit takes a very old idea and brings it bang up to date. Great laugh in two-player.
OVERALL:88%

SONIC WINGS
The leading contender for the most feeble weapons award. Leave it on the shelf.
OVERALL:51%

STARWING
SEAL OF QUALITY
Skinhead Incredible shoot 'em up. Every home should have one.
OVERALL:94%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:94%

STREETFIGHTER 2 TURBO
SEAL OF QUALITY
Got more money than sense? Can't live without a handful of extra bits bolted onto your Streetfighter cart? Then this is for you!
OVERALL:77%

STRIKER
SEAL OF QUALITY
Possibly the best soccer game on any machine.
OVERALL:92%

SUNSET RIDERS
The western game gets a slightly below par treatment from the usually excellent Konami. Not too bad in two-player though.
OVERALL:72%

SUPER ADVENTURE ISLAND
Wonderboy hits the Super NES. Good fun but too easy.
OVERALL:78%

SUPER BACK TO THE FUTURE
A nice enough looking effort, but one which is ultimately devoid of fun.
OVERALL:64%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform bash 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER EMPIRE STRIKES BACK
Could have been fabbo, but it's just too much like Super Star Wars for its own good.
OVERALL:69%

SUPER FORMATION SOCCER 2
SUPREME OF SOCCERSHOCKING
Inept sequel which does nothing to improve dodgy prequel.
OVERALL:20%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER GOAL
Limited selection of moves and superhuman keepers put the nails in the coffin of this one.
OVERALL:69%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as much fun as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER SLAP SHOT
It's an oil painting, but it plays well enough - and speedy too!
OVERALL:77%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:96%

SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:95%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL=89%

SUPER OFF-ROAD 2 - THE BAJA
Pseudo 3D dirt track burner that's great fun to play and, even better, allows you to mow down the spectators. Twisted!
OVERALL=84%

SUPER PUTTY
Pretty great game featuring the stuff that keeps your windows in as its main character. Worthy of your attention.
OVERALL=87%

SUPER R-TYPE
Bad case of the slowdown and low difficulty level make this look very dated indeed.
OVERALL=76%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL=88%

SUPER SOCCER
Technically outstanding but awkward to play and limited soccer game.
OVERALL=79%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL=94%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL=94%

SUPER TENNIS 2
SEAL OF QUALITY
It's Tetris and, as a result, it's really good. Bonus game Bomblisz is likewise smart.
OVERALL=93%

SUPER TURRICAN
Absolute waste of time conversion of an ancient C64 title that wasn't much cop.
OVERALL=62%

SUZUKA 8 HOURS
What a great one-up, what a shabby conversion.
OVERALL=67%

SYVALION
Original and responsive but repetitive and ultimately exceedingly dull.
OVERALL=81%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL=93%

TOM & JERRY
THQ have done it again! Ten, once more, that notorious software house has turned in yet another catastrophic effort. Tom and Jerry is a platform game and it is very bad indeed.
OVERALL=57%

TOP GEAR
Ultra-fast and mega-smooth. The benchmark for two-player racing games.
OVERALL=91%

TOP GEAR 2
Nowhere near as good as the original but impressive with planning.
OVERALL=89%

TRODDLERS
A fine and dandy puzzle game which is best with two players.
OVERALL=81%

TUFF E NUFF
Only four characters and no real scope for tactical play, but there's loads of moves and it's faster than Streetfighter 2.
OVERALL=89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impressive. Another Capcom shoot 'em up winner hits you straight in the doo...dood...dooda...guts.
OVERALL=94%

VIRTUAL SOCCER
SEAL OF QUALITY
Hudsonsoft's worthy contender for the footy sim world cup, and what a sterling effort it is too.
OVERALL=92%

WE'RE BACK
Not if I can help it!
OVERALL=38%

WING COMMANDER
Once-presented and under-gameplayed. Wing Commander is a rather boring flight sim.
OVERALL=63%

WING COMMANDER 2: SECRET MISSIONS
More of the same really. Still not as good as it could be.
OVERALL=64%

WORMTRON
Not good enough to justify the price tag, but still a taxing and enjoyable puzzle game.
OVERALL=79%

WORLD HEROES
Unexciting beat 'em up that should have been a lot better.
OVERALL=69%

WORLD OF WRESTLING
Schrank!
OVERALL=35%

WWF ROYAL RUMBLE
Tedious grappler battles spoil an otherwise excellent game
OVERALL=78%

XARDA'S ADVENTURE
Doesn't look much, but Xardax's Adventure is tough, absorbing and highly playable.
OVERALL=89%

YOSHI'S COOKIE
Brilliant two-player puzzler, not so hot in single mode.
OVERALL=87%

YOSHI'S SAFARI
Oh SuperScope, the reasonsy too easy. For drainpipe dishcods only.
OVERALL=77%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RPG. A classic if you've got any patience whatsoever.
OVERALL=89%

ZOMBIES
SEAL OF QUALITY
Absolutely smart, though slightly spooky shooter with B-Movie references. Buy with all due haste!
OVERALL=94%

NES

ADDAMS FAMILY
Very low new ideas to be found here, but Addams Family is still quite a jolly platform jape.
OVERALL=71%

ADVENTURES ISLAND II
Wonderboy hits the NES. Mildly enjoyable but ultimately unrewarding.
OVERALL=72%

ADVENTURES OF LOLO
Intriguing isometric puzzle game. Very challenging but rather too sedate.
OVERALL=74%

AIRWOLF
Unoriginal and uninspiring, but a pretty solid blast all the same.
OVERALL=73%

ALFRED CHICKEN
SEAL OF QUALITY
Cockerel with attitude, Alfred, makes his NES debut in this fine conversion of the Game Boy classic.
OVERALL=91%

ALIENS
Atmospheric and generally brilliant platform shoot 'em up.
OVERALL=86%

BAD DUDES
Too slow, too slow and too badly programmed to be of any interest at all.
OVERALL=39%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL=74%

BANJI VS THE WORLD
A dodgy, not blame system. Y yoyo.
OVERALL=58%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable into.
OVERALL=92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL=83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL=76%

BATTLE OF OLYMPUS
Action Soap product. Plus that nabil Not as good as Zelda 2!
OVERALL=79%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL=91%

BATTLETOADS DOUBLE DRAGON
Involving beat 'em up with plenty on the variety front.
OVERALL=83%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL=60%

BATUR BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL=79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL=81%

BLACK MANTA
Poor graphics disguise a varied and very playable game.
OVERALL=80%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL=85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL=91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape smashing things. It's boring, insane and the graphics aren't much cop.
OVERALL=40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL=83%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL=90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL=91%

BUBBLE BOBBLE
Super-conversion of the ultra-cute bubble-blowing Rick screen platform cute-up.
OVERALL=88%

BUBBLE BOBBLE 2
Bubble Bobble with bubbles on.
OVERALL=88%

BUCKY O'HARE
No originality. Bucky isn't a terrible game but offers nothing new.
OVERALL=59%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
An absolute load of cack.
OVERALL=28%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL=79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-Up option) but great fun otherwise.
OVERALL=91%

CAPTAIN PLANET
Shoot 'em up/platform type game which, sadly, is far too cumbersome to be enjoyable.
OVERALL=56%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric blaster with up from those lovely chaps at Rare.
OVERALL=90%

CASTLEVANIA
Playable enough platform game supersuited by its sequel.
OVERALL=80%

CES-CES LAND
Bizarre Pac Man-done. Initially good fun, but severely limited long-term appeal.
OVERALL=63%

CHAKO THE TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL=94%

CRACKOUT
Aaaaaarrrgh! Hideous Breakout clone. Utter pants.
OVERALL=21%

DARKWING DUCK
Stylish and challenging platformer.
OVERALL=88%

DAYS OF THUNDER
Alright, if looking is anything. Sadly, but the action in this 3D racer is slow, tedious and thunderous.
OVERALL=59%

DEFENDER OF THE CROWN
Take a time warp in this mediocre strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL=59%

DEFENDERS OF DYNATRON CITY
"Wacky" bonus, "zacky" game.
OVERALL=54%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL=91%

DONKEY KONG
Poor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL=65%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL=48%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL=78%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heavily recommended to beat 'em up fans.
OVERALL=84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL=68%

DOUBLE DRIBBLE
Slightly quirkoid perspective, but still has enough action to satisfy most basketball fans.
OVERALL=79%

DRAGON'S LAIR
Grinkis! Do not even approach this travesty.
OVERALL=11%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fine puzzle game.
OVERALL=86%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-up.
OVERALL=67%

DUCK HUNT
Testimony to the righteous demise of the Zapper light gun, this is not very good indeed.
OVERALL=27%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL=90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up thin shoot 'em up legend.
OVERALL=91%

EXCITEBIKE
Happy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL=84%

FELIX THE CAT
Good jollies when pub-down by dark eeiiness setting. Good one for younger players, though.
OVERALL=71%

FESTER'S QUEST
Tedious scrollaround "adventure."
OVERALL=28%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're after something different.
OVERALL=79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL=27%

GALAXY 5000
SEAL OF QUALITY
It's Space Raoid X's an isometric race game! It's good brill!
OVERALL=91%

GARFIELD II
SEAL OF QUALITY
Smart maze-cars-shooting-extravaganza which is well worth a look.
OVERALL=89%

GHOSTBUSTERS II
A variety of sub-levels make up this game. Sadly, none of them are much cop, and the graphics are tatters.
OVERALL=57%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL=55%

GOAL!
Terrible, terrible soccer mockery.
OVERALL=22%

GODZILLA
Ghastly scrolling plodathon which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL=41%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL=76%

GRADIUS
SEAL OF QUALITY
Often exciting new, but is spectacularly assault-and-battery learning practice.
OVERALL=89%

GREMLINS II
Yet another good example of a Nintendo scrollaborg shoot 'em up, available at budget price in some stores.
OVERALL=73%

GUMSHOE
This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL=58%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL=69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinball. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL=82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL=69%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL=62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL=78%

HYPER SOCCER
A reasonable football game, which still fails to generate much in the way of soccer excitement.
OVERALL=62%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of porp.
OVERALL=58%

ikari WARRIORS
Poor responsiveness and frustrating gameplay put the nails in the coffin of this vertical blaster.
OVERALL=48%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL=77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL=80%

JURASSIC PARK
Great conversion of a great film and one of the best games for the NES in ages. Purchase.
OVERALL=89%

KICK OFF
Poor ball logic and awkward controls ruin this potentially great soccer game.
OVERALL=36%

KABUKI
SEAL OF QUALITY
One of the best, and certainly most original platform beat 'em ups on the NES.
OVERALL=90%

KID ICARUS
Not bad, but quite in comparison to more recent platform games.
OVERALL=69%

JACKIE CHAN'S ACTION KUNG-FU
Superb platform game with great graphics and loads of challenge.
OVERALL=93%

JACK NICKLAUS GOLF
Slow, jerky and bug-ridden golf sim.
OVERALL=34%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL=73%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay of Nintendo's arcade prize is quite a laugh. Worth a look for beat 'em fans.
OVERALL=72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL=89%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (VG Cringy Cliches Inc).
OVERALL=87%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL=89%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL=68%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL=82%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL=73%

MACH RIDER
Laughable graphics and dull gameplay adorn this poor RoadBlasters clone.
OVERALL:36%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not dame-like, but this arcade conversion is still great fun.
OVERALL:82%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:69%

MEGAMAN
SEAL OF QUALITY
First in the long-lasting platform series. Dead good, but very hard.
OVERALL:93%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-down-hard.
OVERALL:90%

MEGAMAN III
Highly challenging quality game which is totally unoriginal.
OVERALL:81%

METAL GEAR
Samey backgrounds make this maze/shoot 'em up title confusing and dull.
OVERALL:33%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:88%

MIGHTY FINAL FIGHT
Like looking parsely at to buy brother that sadly lacks the action a great beat 'em up requires.
OVERALL:77%

MIKE TYSON'S PUNCH-OUT!!
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventures overtones hit this overhead-view blaster above the norm.
OVERALL:85%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:23%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also way superseded by the excellent Pinball.
OVERALL:78%

PINDOT
Excellent graphics, unbelievable sound and brilliant playability, this is one bibba game!
OVERALL:94%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:47%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:82%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:82%

PROBOTECTOR
A fast and furious blast converted from the old Gryzor coin-op. Recommended to violence fans.
OVERALL:91%

PRO WRESTLING
Pathetic sprites, slow moving gameplay and no fun value whatsoever. Check out Tecmo Wrestling instead.
OVERALL:40%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:87%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended if the platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:70%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:88%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.
OVERALL:87%

RESCUE
Terrible collection of dull sub-games in this terrorist siege-bashing exercise.
OVERALL:40%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:89%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:63%

ROAD FIGHTER
Double Dribble.
OVERALL:49%

ROBOCOP
Sluggish controls and very repetitive gameplay don't make things stick fast in this grotty platform game that described as the duodenum in the body of life.
OVERALL:41%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly but rather repetitive future sports simulation which could do with better music.
OVERALL:76%

ROBO WARRIOR
An original, but limited, slow and dull game in which you launch your way through a series of bubble-packed screens.
OVERALL:51%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:82%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:72%

SECTION Z
This game is severely lacking in excitement so it's so repetitive and the weapons are completely wooly. Save your money and your sanity.
OVERALL:36%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:81%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:68%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:80%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this platformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:85%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fiends should rush out and purchase this immediately.
OVERALL:92%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:91%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unexciting and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:82%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:90%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best-arcade puzzle games out. One for brain fans and no mistake.
OVERALL:90%

SOLSTICE
With its excellent forest perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPIDER MAN AND THE RETURN OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:79%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:93%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:60%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:94%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superceded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:94%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:96%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. Rumours, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:81%

SUPER SPIKE VOLLEYBALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:86%

SUPER SPRINT
Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL:81%

TEENAGE MUTANT HERO TURTLES
Turtles is a big game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:85%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much to the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's also not nothing.
OVERALL:72%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal, but die-hard movie fans only.
OVERALL:73%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection genius.
OVERALL:96%

TIGER HELI
This is a fairly straightforward up-the-screen blast or which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:63%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for weeks.
OVERALL:84%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:70%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:31%

TOTALLY RAD
Promising scrolling platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:70%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features at this upset from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:80%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:85%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this it's a sports simulation no Nintendo owner should miss.
OVERALL:89%

TROG
Trog is a Pacman-style coin-op with nice graphics, but an element of concentration can disguise the simplistic gameplay.
OVERALL:70%

TROJAN
This is quite a decent beat 'em up, but though the graphics are fine, the gameplay is a bit dull. Still above average though.
OVERALL:70%

URBAN CHAMPION
A dull and particularly unoriginal beat 'em up, go for Double Dragon II instead.
OVERALL:58%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:70%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and exciting gameplay. It's dead good.
OVERALL:84%

WRECKING CREW
A platform hammer 'em up with loads of screens and plenty of challenge.
OVERALL:87%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a bit boring and only the two-player option really gives you great value for money.
OVERALL:69%

XEVIOUS
The smart graphics of the coin-up are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:62%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is really worth a go.
OVERALL:94%

ZOOM
SEAL OF QUALITY
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a punt.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hoorah!
OVERALL:75%

SUPERCOMBE DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:73%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

GAME BOY

ALFRED CHICKEN
SEAL OF QUALITY
Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is dark.
OVERALL:91%

ALIEN II
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements adding in to join the fun. Highly recommended.
OVERALL:90%

ALLEYWAY
A sad version of the ancient game, Breakout. Enough said.
OVERALL:27%

BALLOON KID
Become a balloon's best friend in this rather, weird floating adventure 'em up. Strange, dull, repetitive and, er, ballsoony.
OVERALL:51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:73%

BART VS THE JUGGERMANTA
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:70%

BATMAN
SEAL OF QUALITY
Great sprites and nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which we'd expecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphic and sound let better Game Boy beat 'em up down, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a real taster of ten, grab it!
OVERALL:94%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a hilariously scrolling rink. The action is fast and addictive.
OVERALL:85%

BLUES BROTHERS
Yet another attempt at the Blues Brothers' theme. Avoid. Avoid. Avoid.
OVERALL:37%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match.
OVERALL:33%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in.
OVERALL:90%

BUBBLE
Highly original puzzle game and recommended to people who like to use their brains rather than their joysticks.
OVERALL:85%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the monsies and move on to the next screen. Er, that's it. Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a punt.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hoorah!
OVERALL:75%

SUPERCOMBE DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:73%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

KERRANG!

THE WORLD'S GREATEST HEAVY METAL MAGAZINE!

METAL FOR MUTHAS EVERY WEDNESDAY!

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL=52%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. In fact, it's completely brilliant. Need we say more?
OVERALL=96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a helicopter around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL=92%

CRASH DUMMIES
The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste. Varied, wild and crazy!
OVERALL=86%

DARKWING DUCK
SEAL OF QUALITY
Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!
OVERALL=91%

DIG DUG
A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.
OVERALL=66%

DR FRANKENSTEIN
SEAL OF QUALITY
Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.
OVERALL=95%

DR FRANKEN 2
Good looking, good fun, but too easy.
OVERALL=79%

DROP ZONE
In spite of it's age, hidden beneath the humble, addictive facade is a superb and thoroughly enjoyable game.
OVERALL=86%

DOUBLE DRAGON
With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.
OVERALL=83%

DOUBLE DRAGON II
Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!
OVERALL=86%

DR MARIO
Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.
OVERALL=87%

DUCK TALES
This fun, unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.
OVERALL=79%

DYNA BLASTER
Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.
OVERALL=86%

EDD THE DUCK
A terrible platform abomination.
OVERALL=4%

F1 RACE
The first four-player Game Boy game - and it even comes with a link-lead! Unfortunately the game itself is an excellent Outrun-clone, and rather good.
OVERALL=82%

F-15 STRIKE EAGLE
Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.
OVERALL=83%

FELIX THE CAT
Great fun, but way too easy and a bit too slow.
OVERALL=73%

FERRARI
Sickly-programmed racing game sadly let down by its laughably low difficulty setting.
OVERALL=37%

FIRE FIGHTER
Highly original and taxing title. Well worth a look.
OVERALL=81%

FOOTBALL INTERNATIONAL
Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.
OVERALL=41%

FORTRESS OF FEAR
A sort of medieval Double Dragon. The graphics are detailed and good and the playability is solid enough to keep you coming back.
OVERALL=80%

GARFIELD
Original and entertaining platform-puzzle concoction.
OVERALL=84%

GARGOYLE'S QUEST
Some pretty good gameplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.
OVERALL=80%

GAUNTLET II
A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.
OVERALL=90%

GB KID
Banking sharp! GB Kid treasures the life out of his pokémicro foes in his first quality adventure. The only problem is that the game's easy to complete!
OVERALL=68%

GHOSTBUSTERS II
With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test you.
OVERALL=81%

GOAL!
For baby game monkichins only.
OVERALL=31%

GOLF
This is a great golf game that plays a great game of golf. Need we say more?
OVERALL=86%

GREMLINS II
Once more it's platforms a go-go. Gremlins II is certainly challenging and it has some wonderful graphics and music.
OVERALL=80%

HAMMERING HARRY
SEAL OF QUALITY
Well decent little platform with some spiffy graphics and well-honed playability. Well worth a look.
OVERALL=90%

HOME ALONE
Home Alone is a sad, dull, boring game with moaning graphics, forlorn sound and awful playability. Apart from that, it's rubbish.
OVERALL=26%

HOOK
Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.
OVERALL=65%

HUMANS
Although slow to start with, Humans proves a high standard cart let down by the most important thing - playability.
OVERALL=70%

HUNT FOR RED OCTOBER
SEAL OF QUALITY
Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.
OVERALL=93%

HYPER LODERUNNER
If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!
OVERALL=80%

JOE & MAC CAVEMAN NINJA
This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And is, it doesn't.
OVERALL=45%

JURASSIC PARK
Actually this isn't bad at all. Lots of novel features and large too. Give it a whirl.
OVERALL=85%

KID ICARUS
Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.
OVERALL=77%

KID DRACULA
The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!
OVERALL=77%

KIRBY'S DREAM LAND
SEAL OF QUALITY
A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will. Kirby is a superb character and his game is one of the most imaginative platformers available.
OVERALL=94%

KUNG-FU MASTER
This loose translation of the aging from coin-up is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.
OVERALL=17%

KWIRK
This is a puzzle game where your tomato-like hero(?) must shift oddly-shaped blocks into grazing holes to traverse mazes and reach the exit. It's fun!
OVERALL=82%

LAMBORGHINI AC
The slick marks on the racing track of life.
OVERALL=29%

LEMMINGS
Short and sweet. Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.
OVERALL=85%

LETHAL WEAPON
A rapey little fisticuffs-fest which doesn't come anywhere near the excitement of the movies. With birth required.
OVERALL=45%

LOONEY TUNES
SEAL OF QUALITY
The Looney Tunes duo is an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!
OVERALL=92%

MARBLE MADNESS
Guide your marble around a number of increasingly tricky isiken shapes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.
OVERALL=82%

MAX
Max sees a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.
OVERALL=84%

MCDONALDLAND
A standard fare, fast food-adventure into McDonaldland. Trouble is, there are tastier treats available.
OVERALL=75%

MERCENARY FORCE
Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.
OVERALL=39%

METROID II
Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.
OVERALL=81%

MOTOCROSS MANIACS
Motocross has never been any wonder than in this all-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.
OVERALL=76%

MR DO!
Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.
OVERALL=84%

NAVY SEALS
This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.
OVERALL=80%

NEMESIS
A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!
OVERALL=88%

NIGEL MANSELL'S WORLD CHAMPIONSHIP
Unrealistic Super NES conversion best not bought.
OVERALL=51%

NINTENDO WORLD CUP
This is a shambolic mockery of a clapped-out Soccer game. Avoid.
OVERALL=7%

OTHELLO
Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.
OVERALL=89%

PACMAN
Pacman is a bit Pacman does, and this is as flawless a conversion of the ornately arcade game as you will ever find.
OVERALL=89%

PAPERBOY
Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.
OVERALL=47%

PINBALL
This is so realistic you find yourself tilting your Game Boy when you try and influence where the ball goes!
OVERALL=79%

POPEUROUS
Ambitious long-term game which is dead good.
OVERALL=81%

POWER PAWS
A great game which lacks real long-term staying power.
OVERALL=73%

PRINCE OF PERSIA
SEAL OF QUALITY
This must rank as one of the greatest platform games of all time, and in combination of fiendish puzzles and pinpoint platform action is a winner.
OVERALL=92%

PRINCE VALIANT
An interesting attempt but to neither impressive graphically nor in-depth enough to warrant priority purchase.
OVERALL=63%

QUARTH
SEAL OF QUALITY
Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.
OVERALL=82%

QIX
Similar to Volfied and a jolly little game with plenty of long-lasting appeal.
OVERALL=82%

RADAR MISSION
Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets old.
OVERALL=64%

RAMPARTS
A rather insubstantial and disappointing conversion of the popular arcade strategic blast.
OVERALL=65%

RESCUE OF PRINCESS BLOBETTE
The puzzling jelly bean action would be fun, but there's too many wide eyes spaces where nothing happens. Shame.
OVERALL=61%

REVENGE OF THE 'GATOR
SEAL OF QUALITY
At last there's a decent pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect. Overall=91%

ROBIN HOOD
An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.
OVERALL=84%

ROBOCOP
A good enough version, but the small graphics make things a tad tricky. A shame, because this could have been great.
OVERALL=72%

RODLAND
Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland.
OVERALL=74%

R-TYPE
Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.
OVERALL=82%

SIDE POCKET
Master billiotics professors will love this one, although anyone else's interest may wane pretty quickly.
OVERALL=72%

SKATE OR DIE (TOUR DE THRASH)
Whilst like lots of the promising title and looks like it might be fun, the implementation is poor. The bonus ball-type event is quite entertaining but doesn't justify the price tag at all.
OVERALL=53%

SKATE OR DIE II (RAD 'N' BAD)
Super-speedy platform skate game with lots of skate-style action. If your interest in conventional platform games is waning, try this for size.
OVERALL=81%

SNEAKY SNAKES
Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.
OVERALL=90%

SNOOPY'S MAGIC SHOW
The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.
OVERALL=79%

SOLAR STRIKER
After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.
OVERALL=56%

SOLOMON'S KEY
Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the tricky graphics make it difficult to see what's going on.
OVERALL=83%

SPEEDBALL II
Not so much Speedball as blurred ball, the Game Boy's tiny screen size robs the intensity of this future sport. Bad.
OVERALL=62%

SPEEDY GONZALES
Speedy and challenging. One of the best platform games on the Game Boy. Cheer eet a look.
OVERALL=82%

SPIDER-MAN
Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.
OVERALL=85%

SPIDERMAN 2
Fiddly and disappointing platform beat 'em up.
OVERALL=79%

SPIDERMAN 3
Terrible, terrible waste of money.
OVERALL=21%

SPY vs SPY
Always good for a laugh with two players, but likely to lack the same appeal with one. Worth a look.
OVERALL=82%

STAR WARS
The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top classic platform action as the plot of the film unfolds.
OVERALL=89%

SUPER HUNCHBACK
Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.
OVERALL=80%

SUPER KICK OFF
SEAL OF QUALITY
The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.
OVERALL=93%

SUPER MARIO LAND
SEAL OF QUALITY
Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it!
OVERALL=94%

SUPER MARIO LAND II
Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.
OVERALL=92%

SUPER RC PRO-AM
Those Rare geez em at it again - converting one of their hits NES carts to the Game Boy. Whilst like lots it's a fairly run-of-the-mill radio controlled car racing game, and it's great.
OVERALL=87%

TAZMANIA
('I say one more thing, Mr TYG, they're certainly consistent! Avoid this product.
OVERALL=25%

TEENAGE MUTANT NINJA TURTLES
SEAL OF QUALITY
A decent beat 'em up with plenty of action and some great graphical touches. Turtle fans are bound to go bonkers over this.
OVERALL=90%

TEENAGE MUTANT NINJA TURTLES II
Harder than the original, with some tampked speed. Once again, Turtle fans will love this.
OVERALL=76%

TENNIS
One of the best Tennis games available on any system, this is challenging, addictive, and lots you play virtually ever shot. Recommended.
OVERALL=86%

TERMINATOR 2
SEAL OF QUALITY
As film licenses go, this is one of the best. Loads of action, great graphics and sound. A tob game.
OVERALL=90%

TETRIS
SEAL OF QUALITY
Free with the UK version of the Game Boy, this puzzle game is infinitely addictive and unbelievably addictive. Still one of the best Game Boy titles yet seen.
OVERALL=95%

TITUS THE FOX
A platform game that stars a leather clad fox who is out to rescue his similarly leather-sanctioned mum may sound a bit dull and tedious. It is.
OVERALL=59%

TOP RANK TENNIS
Best tennis title for the Game Boy. It's ace (no lie).
OVERALL=89%

TRACK MEET
Thoroughly enjoyable Track and Field-type sports simulation, which can get sweaty after a while.
OVERALL=75%

TRAX
Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.
OVERALL=55%

UNIVERSAL SOLDIER
Virtually the same game as Turrican, but still a good old Game Boy blast.
OVERALL=79%

WIZARDS AND WARRIORS
Quite a jolly platform game, but unfortunately games like this are two-a-penny.
OVERALL=70%

WWF SUPERSTARS
Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.
OVERALL=79%

YOSHI'S COOKIE
SEAL OF QUALITY
By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookie. Good, but hardly outstanding.
OVERALL=75%

ZELDA - LINK'S AWAKENING
SEAL OF QUALITY
Phenomenal RPG at a giveaway price. Totally and completely essential.
OVERALL=97%

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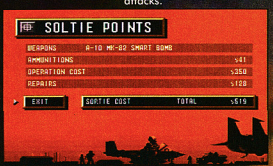
PLANE FACTS

Desert Fighter lets you pilot six different aircraft in your missions of destruction. Actually there are only two, but with three different set-ups to suit different missions. The more advanced equipment only becomes available later on.

F-15 STRIKE EAGLE: Supersonic strike aircraft which can carry Maverick air-to-ground missiles or Sidewinder air-to-air missiles. Its superior speed and air-to-air weapons capabilities well-suit this to advance strikes, clearing an area of patrolling MiG 29s. Afterburners provide an extra burst of speed at the expense of increased fuel consumption.

A-10 THUNDERBOLT: A slower aircraft designed for ground strikes. Carries a heavy tank-busting cannon and its low cruising speed makes bombing runs easier than in an F-15. The A-10 has no air-to-air capabilities, but its superior manoeuvrability and flare dispensers make it possible to avoid most attacks.



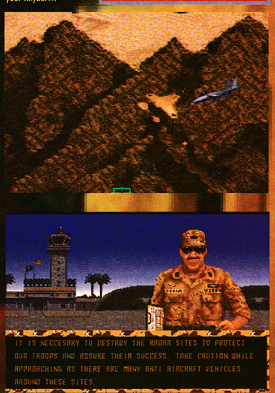
▲ Scream with laughter at the hilarious 'Joplich' in the game...

SONS OF THE DESERT

Zaraki forces are all over the desert but you can't just go zooming in there and start shooting at everything. At the start of each mission the CO of Operation Desert Corrado tells you which targets you have to hit next and in which of the designated desert zones to find them. Your job is then to pick the right plane for the mission (not too hard as most of them are ground attack missions for which the A-10 is perfectly suited) and get the hell out there to kick some butt!

The desert is laid out isometric 3D fashion, and somewhere out there are your targets - radar installations, airfields, SCUD missile launchers, oil pumping stations, that sort of stuff - and they're all guarded by roving T-80 tanks and SAM launchers and MiG 29s which are looking out for you. Knocking these out is a simple case of lining up your bomb/missile sight on them and launching. Missiles and bombs are in short supply though, so it's best to use your cannon on the soft targets such as tanks and soldiers.

▼ ...Then scream in abject terror as a large enemy MiG flies up your Khyber!!!


IT IS NECCESARY TO DESTROY THE RADAR SITES TO PROTECT
OUR TROOPS AND ASSURE THEIR SUCCESS. TAKE CAUTION WHILE
APPROACHING AS THERE ARE MANY ANTI AIRCRAFT VEHICLES
AROUND THESE SITES

COMMENT

PAUL

I didn't go for this at first – all those little icons and involved information screens make this look like a massively complicated simulation when in fact it's a reasonably simple shoot 'em up. Not that it's a bad game, mind. Desert Fighter is actually really good stuff, and it plays very like Desert Strike, but with enough of a difference to make it worthwhile. The action is fast, you get a good feeling of control, and you do have to think about the way you play each mission, saving your missiles for the right targets so that you don't have to keep restocking at base and then run out of time. The graphics are good, small, but very detailed and the animation is fine, though I was surprised at the night mission graphics, it was as clear as day and yet meant to be set at 3 AM. Overall, though, Desert Fighter is definitely one of the more appealing Super NES shoot 'em ups I've seen recently.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR				
DAY				
WEEK				
MONTH				
YEAR				

PRESENTATION 80

▲ Loads of front end and it's all very technical-looking.

▼ -Perhaps a bit too much front-end actually, because it makes the game look over-complicated.

GRAPHICS 89

▲ The in-game graphics are very detailed and move well. The presentation graphics appear to use some newer high-resolution graphics mode which makes them look very good.

SOUND 83

▲ Decent music runs throughout and the sound effects and speech are good too.

PLAYABILITY 91

▲ Once you get the hang of it, it's a great blast with just enough strategy thrown in.

▼ Takes a while to realise that the game isn't as complicated as it first appears.

LASTABILITY 89

▲ Plenty of missions set in a large playing area should ensure sufficient action for many a happy hour.

OVERALL 90

What at first sight looks very complex is actually a fairly simple but very enjoyable shoot 'em up.

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

Desert Fighter

CART SPEC

- **BY:** SYSTEM 3
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** FLIGHT
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** INTERMEDIATE
- **CONTINUES:** BATTERY SAVE
- **RESPONSIVENESS:** GOOD
- **1ST DAY SCORE:** END OF MISSION THREE
- **GAME ORIGIN:** Completely original, but a bit Desert Strikey.

CONTROLS

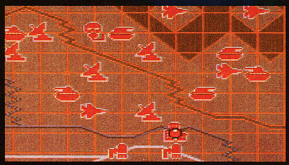
- **HOW TO PLAY:** Fly your plane into enemy territory to destroy the designated target types, while avoiding your weapons doing of civilians and their country homesteads.

A	Launch flare
B	Launch missile/bomb
X	Fire cannon
Y	Afterburners (F-15 only)
L/R	L BUTTON: Nada R BUTTON: Speed up
S	START: Display map SELECT: NO FUNCTIONO

Boop. Boop. Boop. Booooooop. It's eight o'clock on January 16th. 1990 and here is the news.

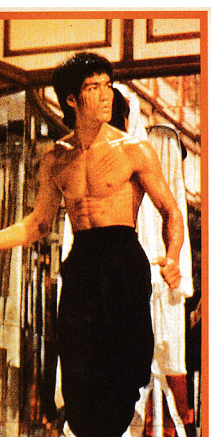
Overnight the forces of the desert state of Zarak launched their first assault against neighbouring nations in their attempt to reclaim oil-rich territory which their leader asserts is historically the property of Zarak. The attack was repelled at 0300 hours this morning by the allied forces of Operation Desert Corrado. In the counter-attack the allies launched a wing of F-15 Eagles and A-10 Thunderbolts which effectively destroyed Zarak's radar listening posts along the borders, significantly weakening their intelligence capabilities.

The effectiveness of the operation is expected to be hampered by the sudden Air Force pilots' strike which was called earlier this morning. The leader of the allied forces this morning stated that from now on he was putting Super NES players in control of the offensive. Earlier on this program he said, 'This Desert Fighter game will let them fight the conflict from the comfort of their armchairs and, God-willing, win it for us.'



COMMENT

ANDY: I must have been one of the only people in the land who didn't think that Desert Strike was the best thing since sliced white, so I wasn't expecting to enjoy this much. And indeed I didn't at first - it took me about five minutes to get past all the front-end stuff before I could actually fly my chosen plane. However, I soon realised that most of it's quite important, especially if you want to avoid sending out an A-10 Tankbuster equipped with air-to-ground missile after the enemy MiGs. Once the main part of the game starts it's rather decent. The control method is different to Desert Strike - and all the better for it. The planes handle very smoothly, respond speedily to your commands and you're never left in any doubt as to where your shots are going to land. The animation is great too. It might have been nice to have a little more variety in the levels, but it is the desert after all. All in all, I preferred this to Desert Strike and would recommend it to anyone looking for a more involving shoot 'em up.



WIN! WIN! WIN!

BRUCE LEE'S BIG BOX OF MOVIES! WE'RE GIVING AWAY *FIVE!*

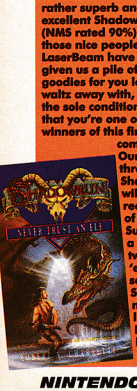
AAIIEEERGH! Well, something like that anyway. What with Virgin heavying away on fighting game based on the storming movie Dragon, in turn based on the life of Bruce Lee, the greatest Kung Fu star who ever walked the planet gets yet another well deserved comeback in the popularity stakes. All of a sudden people are falling over themselves to buy Bruce memories, many of which probably become quite rare, well, to celebrate the resurgence of the greatest martial artist in the history of the world, we've got together with PolyGram Video to offer FIVE complete videos of the Legendary Bruce Lee Collection in another awesome NMS competition. The presentation box contains just about everything Bruce ever did on SIX full-length video tapes. It includes The Big Boss, Fist Of Fury, The Way Of The Dragon, Game Of Death, Game Of Death II and Bruce Lee the Legend - in short, just about everything a fan could want. HOWEVER, some of these movies are rated 18 - so that's at least how old you've got to be to enter. And don't bother trying to pull the wool over our eyes, we'll be checking each winner individually before dispatching the goodies. If you're over 18 and want a shot, here's what you do - and for once it's not a pushover. Simply tell us the name of the man who produced most Bruce Lee films. Whack that onto a postcard or a sealed envelope, declare yourself over 18 and fire it off in the general direction of: AARGH! AAIEE! BRUCE LEE FOR ME! NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is January 19 and all the usual NMS competition rules apply.

WIN!

SHADOWRUN GOODIES GALORE!

To celebrate the launch of the rather superb and excellent Shadowrun (NMS rated 90%) those nice people at LaserBeam have given us a pile of goodies for you lot to waltz away with, on the sole condition that you're one of the winners of this fine compo. Our three top Shadowrunners will each receive a copy of the game on Super NES and a COMPLETE twelve (count 'em) volume set of Shadowrun novels published by Penguin books AND a copy of the game! If that's not enough, we've got three consolation prizes of the first Shadowrun novel signed by no less than, er, well, nobody actually, but we'll do it if you want. So what do you have to do to stand a chance of winning? Simple, just dig a hole. Dig the biggest hole you can and whoever can prove they've dug the biggest one wins the prize. Not really, just our little NMS joke to give our mate Amaya a heart attack. What you really have to do is tell us why you ought to win. Simple as that. Whichever three people come up with the wittiest reason (and please, no sad hole jokes - be original) win the prize. The next funniest win the single books and everybody else wins nothing at all. The address is: HOLE PLAYING GAMES ARE GREAT!, SHADOWRUN COMPO, NMS, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date is January 19 and all the usual NMS compo rules apply.

DMZ (Downtown Militarised Zone) board



WHO GIVES A PUCK?

DOUBLE DOH! When we reviewed the rather spiffy Brett Hull Ice Hockey last month, we didn't realise that it was in fact a pre-production cart and that the production version wouldn't have the four-player mode in the final version. Quadruple DOH! Never mind, it's still a damn fine effort, even in two-player. Anyway, in a blatant attempt to comfort heartbroken Ice Hockey freaks, Accolade have donated some nifty hockey-related competition prizes. There are ten runner-up prizes of super-exclusive Brett Hull T-shirts that magically expand from a compressed puck shape to full size when immersed in water and, for the lucky winner, a puck signed by the boy Hull himself, an Official team sweater and a copy of the game. All you have to do is answer the following questions:

1. Brett Hull plays for which team?
St. Louis
St. Keith
St. Echidna

2. Complete in no more than ten words:

If Brett Hull smashed his puck through our front window, I would:

Answers on the back of a postcard or envelope to: I'M SICK TO THE PUCK TEETH THESE PUCK JOKES, NMS, 30-32 Farringdon Lane, London EC1R 3AU. Closing date is January 19, so post like the wind, you crazy pucksters.

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OUT NOW

Aladdin

ALADDIN

81%

On the surface this is one of the most graphically stunning games there is for the Super NES. A great amount of attention has been paid to every detail, the backgrounds have been beautifully rendered and the animation on all sprites is nothing short of superb. However, the same can't be said for the gameplay and lastability for, beneath the pretty decorations lies a flat and rather unchallenging affair that you'll finish before you can say 'Alacazam', which is a bit of a shame really - especially when you consider that this is a Capcom product and a rather fab film to boot. Fans of the movie will still love it to bits, though!

▲ "Yeah, and I had this spot, right, and I squeezed it and all these flies came buzzing out of it. All the girls fancy me, you know. I had forty pints the other night then I took a whole rugby team on, on me my own. I've got a Lamborghini Diablo as well, I just found it in my loft on day. It's all true honest." Great Genie bores of our time.

MAJOR TITLE

76%

The Super NES is not exactly overwhelmed with quality golf titles. In fact there aren't any at all - even the normally wonderful PGA Tour golf was a crock of trousers on 16-bit Nintendo. However, Irem's Major Title, formerly titled Irem Skins, looks set to redress the balance. Featuring great graphics, a one to four-player option, four golfers to play as and refined gameplay this is currently the best golf game around. However, all the great graphics and options seem to have been included at the expense of the game's lastability - there is only one course which, whilst being quite challenging, you'll soon conquer with all the players available - which alone explains this rather cool game's fair to middling mark. You'll still probably come back to it for the odd few holes - especially if you've got a few mates to play with.

▲ Will it be the guy in the stunning eggshell blue number, or perhaps the chap in the pink shirt and nifty cap. The choice, readers, is yours...

SUPER TURRICAN

SUPER TURRICAN

68%

The platform shooty superhero hits the Super NES in a colourful blast very faithful to the home computer original. In fact, it's a bit too faithful if you ask us - and includes the repetitive gameplay and lack of overall purpose. There's certainly plenty of blasting to be had, but after a while you start to wonder whether it's all really worth it. Give this a shufty and check it out to decide whether it's right for you.

GREAT GUY

JUST ANOTHER DAY...

Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?

You're so dreamy Great Guy. And it's all thanks to CVG!

ON THE WAY HOME...

Hmmm, the bus is a bit late today.

BUT THEN...

Yes, indeed we are.

INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm, somewhere completely half!

GREAT GUY LEAPS INTO ACTION...

OH NO, YOU'RE NOT!

CVG! AAIEEE!

THE NEXT DAY, AT NUMBER 10...

That's right, Mr Prime Minister.

Well done, Mr Guy! And it's all due to this CVG magazine, I believe.

CRASH! BANG! WALLOP! ETC!

AND SO, AT MI5's SECRET SPY HQ...

Mr Guy, yet more crackpot terrorists are attempting to destroy everything we stand for! As a reader of CVG only you can stop them!

Leave it to me, Mr Spy – I won't let you down!

BACK IN LONDON...

AMAZING! How do you do it, Great Guy?

Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – and I've eliminated world hunger and poverty as well.

LATER, IN THE YOUTH CLUB...

It's all thanks to CVG!

Bog off, urchin!

Excuse me, do you come here often?

GUMPH!

Oh, that's different, then. Can I have a wet snog?

Have you noticed I read CVG?

AND SO ON...

AND THE MORAL IS...

HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?

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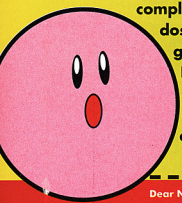
Don't do anything until you've reserved the next issue of Nintendo Magazine System. Keep that customer waiting, let that phone ring, leave those newspapers unsold, but whatever you do don't forget to reserve me copy because NMS is the greatest games mag in the entire world and Next Month it's probably going to sell out. They've got more Exclusives than you could shake a stick at, with all the latest games given the NMS treatment as only NMS can. Quite simply, life isn't complete without a regular dose of NMS, and it's all going to be your fault if I don't get my copy. January 19 is the big day when NMS will arrive, and you'll probably have to take on extra stuff to deal with the crush. But I won't worry because you'll already have reserved my copy, and I couldn't care less if people whinge because they didn't reserve one and miss out on all the fun. So thanks for taking the time to put my mind at rest, and here are a few interesting details about me:



My name is:

My address is:

My favourite episode of Eastenders was:
(Leave blank if necessary.)

Dear Newsagent,

Those lads at Nintendo Magazine System, what japesters they are. They wanted me to cut out a whole page to reserve me next copy, but I'm too clever for them. So stick aside my issue (it's out January 19) and whatever you do don't give it to anyone else.

My name is:

My address is:

My favourite coupon is:

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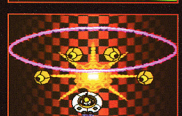

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WHICH MEANS WE WON'T BE SCANNING OR DISTRIBUTING THEM IN ANY SHAPE.

THE REASON FOR RESTRICTING OURSELVES TO MAGAZINES PUBLISHED BEFORE A CERTAIN DATE, IS TO GIVE PUBLISHERS ENOUGH BREATHING ROOM TO SELL REPRINTS OR DIGITAL VERSIONS OF THEIR OLD MAGAZINES IF THEY WISH TO DO SO.
THESE ARE HARD ENOUGH TIMES AS IT IS FOR PRINT AND THE LAST THING WE WOULD WANT TO DO IS HAVE ANY KIND OF NEGATIVE EFFECT ON THEM.
WE SEEK OUT TO WORK WITH PUBLISHERS AND ARE ALWAYS LOOKING TO SEEK APPROVAL TO DIGITIZE, RESTORE AND RE-DISTRIBUTE THEIR WORKS IN WHATEVER WAY THEY SEE FIT. (PUBLICLY OR WITH SILENT APPROVAL)

WE HAVE NO INTENT NOR DESIRE TO PROFIT FROM THESE DIGITAL MAGAZINES IN ANY WAY, SHAPE OR FORM. NOR DO WE HAVE ANY DESIRE TO FINANCIALLY HARM ANY PUBLISHER, EDITOR, WRITER OR PERSON INVOLVED IN CREATING THESE, OR ANY OTHER MAGAZINES FOR THAT MATTER.
WE ARE NOT HERE TO DO HARM, BUT TO HELP PROTECT THEIR LEGACY.
THAT IS WHY THE 10 YEAR TIMELINE IS IN PLACE:
TO PROTECT THEIR BUSINESS AND LIVELY-HOOD, AND TO MAKE SURE THAT WE WILL BE ABLE TO KEEP ENJOYING NEW MAGAZINES FOR MANY YEARS TO COME, WHILE AT THE SAME TIME ENJOY THEIR BACK CATALOGUE.

WE WOULD LIKE TO THANK EVERYONE WHO MAKES THIS PROJECT POSSIBLE. FROM THE ORIGINAL WRITERS, EDITORS AND PUBLISHERS, TO THE CURRENT COPYRIGHT OWNERS AND EVERYONE INVOLVED IN ACQUIRING, DIGITIZING, RESTORING, PRESERVING AND DISTRIBUTING OF THESE MAGAZINES.

ONE LAST THING:
IF YOU COME ACROSS ANYONE TRYING TO SELL ANY OF THESE DIGITAL MAGAZINES, OR PROFIT FROM THEM IN ANY WAY, SHAPE OR FORM,
PLEASE DO NOT SUPPORT THEM!

THANK YOU!

THIS IS A PRELIMINARY VERSION OF THIS MAGAZINE, WHICH MEANS THIS IS AN ISSUE THAT IS NOT QUITE READY FOR FINAL RELEASE.
THE REASONING BEHIND RELEASING THESE LIKE THIS, IS BECAUSE AT THE POINT OF THIS WRITING, I HAVE NEARLY 400 MAGAZINES IN VARIOUS STATES OF BEING SCANNED AND EDITED.

IN A BEST CASE SCENARIO, WHERE I WOULD RELEASE ONE ISSUE A WEEK, IT WOULD TAKE ME OVER 7 YEARS TO COMPLETE JUST THESE MAGAZINES.
AND EVEN THAT TIME-TABLE IS JUST NOT FEASABLE FOR ME WITH THE AMOUNT OF WORK THAT GOES INTO EACH ISSUE, AS WELL AS WORKING A FULL-TIME JOB, COUPLED WITH THE SERIOUS HEALTH ISSUES I HAVE HAD TO DEAL WITH OVER THE PAST COUPLE OF YEARS I FEEL THAT NOW MORE SO THAN EVER, TIME IS OF THE ESSENCE WHEN IT COMES TO MAKING SURE PEOPLE CAN ENJOY THEM.

A 100 PAGE MAGAZINE TAKES ON AVERAGE AROUND 40 HOURS TO COMPLETE.
THE ISSUES IN THIS SECTION HAVE BEEN SCANNED, STRAIGHTENED, CROPPED, COLOUR CORRECTED AND HAVE RESCANS DONE WHERE NEEDED.
SO THESE ALREADY HAVE AROUND 15 HOURS PUT INTO THEM,
DEPENDING ON CONDITION AND PAGE COUNT.

THESE ISSUES DO NOT REPRESENT THE QUALITY OF THE ORIGINAL MAGAZINES AT THE TIME OF THEIR RELEASE, NOR DO THEY REPRESENT THE LEVEL OF QUALITY OF THE END PRODUCT, ONCE THEY HAVE GONE THROUGH THE FULL RESTORATION PROCESS.
SO PLEASE KEEP THAT IN MIND.

I DECIDED TO RELEASE THEM IN THIS STATE, WHILE I CONTINUE WORKING ON THEM, SO THAT PEOPLE CAN ENJOY THEM AND USE THE INFORMATION STORED INSIDE THEM, AS I KEEP WORKING ON RESTORING THE PAGES TO THEIR FORMER GLORY AND TURN BACK THE HANDS OF TIME TO MAKE THEM LOOK BRAND NEW AGAIN.